

UNOFFICIAL GAMESPOT GAME GUIDE

# MYST III: EXILE

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## Introduction

**P**resto Studios and Ubi Soft usher in Myst III: Exile, the next chapter in the best-selling computer game of all time, Myst.

This Myst III: Exile GameSpot game guide is divided into two sections for each segment of the game. One section includes puzzle hints only. There are no plot details or screenshots that might spoil some of the amazing sights you encounter during your adventure in Myst III: Exile. If you are only searching for a nudge in the right direction, use the appropriate puzzle hint section.

The other section includes the complete walk-through and puzzle solutions for all of the Myst III: Exile ages. These sections are filled with the complete walk-through, screenshots, and puzzle solutions to assist any hopelessly stuck player!

So let's get started!





## Chapter 1: Tomahna Age Walk-Through

**A**fter the introduction revealing Atrus' recent activities--which include writing a new age, Releeshahn, for the D'ni survivors--Myst 3: Exile opens inside Atrus and his wife Catherine's home in beautiful Tomahna. It's time to learn what Atrus has been up to and to learn perhaps of his plans for you!

This section contains specific instructions for completing the Tomahna section. There are no puzzles to complete in Tomahna; instead, simply follow a linear path to trigger the main story element. Because this section presents a specific walk-through for completing Tomahna, it's filled with spoilers about the tasks required to finish the age and begin the main storyline.

**TOMAHNA HINT:** If you don't want to glance at the walk-through but just want a hint on how to proceed, then simply follow Catherine's instructions and examine Atrus' study thoroughly until you propel the story along.

When the game begins, turn around and face Catherine, who is currently embracing her (and Atrus') child, Yeesha. Listen to her comments about Tomahna and Atrus' whereabouts. After sitting down on a bench, she suggests that you enter Atrus' study and await his arrival.

Before entering the study, explore the area. You can hear more from Catherine by moving forward and facing her. You can also attempt to enter the door across from her bench. It's locked, and she corrects you by guiding you toward the other door. Approach the door across from your start position and open it; enter Atrus' study.

Don't approach the left side of Atrus' study (from the entrance) just yet. Instead, approach Atrus' desk and examine the papers, pictures, and items strewn about the room and on the desk. You'll find a letter from Atrus to Tamon about security and locks; you'll discover a picture of Atrus' two sons,





Sirrus and Achenar, the "stars" of the original Myst. You'll even find the Riven linking book, now darkened from the sequel to Myst, Riven.

After exploring Atrus' desk, walk to the small alcove across from the desk (left from the study entrance) and discover the Releeshahn linking book enclosed in a cage. Examine the Releeshahn book closely to trigger the sound of footsteps behind you. Turn around and spot Atrus walking into the study!

You automatically engage in a brief conversation with Atrus. During the discussion, Atrus hands you his journal. This is an important clue for Myst III: Exile's future puzzles. An intruder interrupts your conversation--apparently Atrus' security measures weren't flawless. The intruder steals the Releeshahn book and links away to another age.

Examine the intruder's linking book, which is now dropped on the floor. Click on the linking book's "window" to follow the intruder to Myst III: Exile's first age.





## Chapter 2: J'nanin Age Puzzle Hints

**T**his section includes puzzle hints for Myst III: Exile's first age, J'nanin. It is also the "hub" age. You arrive in J'nanin after following the intruder through his dropped linking book. J'nanin, referred to as the lesson age, serves as a hub that connects to three other ages. You must uncover various mysteries and solve several puzzles before unlocking the path to these other ages.

This section doesn't offer complete solutions to the puzzles and problems you'll face in J'nanin. Thus, it's free of storyline spoilers and complete puzzle-solution spoilers. Use this section if you just need a nudge in the right direction for J'nanin's tough challenges.

Be careful when browsing through the questions; although the questions are presented in chronological order (from things you will likely accomplish first to things you will likely accomplish last), it's possible to be slightly spoiled from the questions themselves. Don't read ahead unless you're still perplexed!

### Where to Start in J'nanin

**Q:** J'nanin is overwhelming! How should I proceed after arrival?

**A:** You aren't in a rush! There's no reason to feel pressured on time. Just because the intruder stole Atrus' Releeshahn book doesn't mean you must capture him and retrieve the book within a certain time limit. Take time to explore around J'nanin and don't get flustered if something doesn't make sense--not much will until you reach certain areas and obtain particular clues!

However, if you're looking to get started without much exploration, how about following the intruder toward the dome. After following him, you may want to search the building below the dome for some clues.

**Q:** I can't seem to follow the intruder inside the dome. Is there a way to catch him by entering the dome?





**A:** You've followed the intruder inside the dome, but the door just won't open. You can examine the window numerous times and spot the intruder inside pacing around the room. There's no way to break open the door and burst inside the room. Instead, you must find an alternate route inside the dome. Look inside the structure below the dome (use the ladders and staircases to reach the area below the dome) for clues on how to enter the dome and, hopefully, nab the intruder and recover Atrus' Releeshahn book!

**Q:** I've located the intruder's "study" and several of his contraptions. What are the important items in the room that I should examine closely?

**A:** The bottom floor of the dome (just through the greenhouse section) contains many important clues, not just for J'nainin but for several other ages as well. You should make note of everything in the room, no matter how obscure. First and foremost, locate the intruder's journal inside the room and learn more about his plan as well as his name, Saavedro. The journal also contains important puzzle clues. You should also examine the contraptions throughout the room. These include the scales (make note of what's inside each scale), the flytrap, and the balanced dolls.

## The Elevator

**Q:** I found the elevator inside the intruder's study, but it doesn't seem to work correctly. I'm always facing the wrong way when I reach the top! What's up?

**A:** The elevator isn't rotating correctly. Thus, when it reaches the upper floor of the dome, it's turned the wrong way, and you aren't able to exit onto the upper floor. You must find some sort of elevator controls to make sure the elevator operates properly.

**Q:** I can't find the elevator controls!

**A:** Try looking underneath the elevator. Send the elevator to the upper floor, without you on for the ride. Then explore the elevator shaft with the elevator out of the way.

**Q:** OK, I've explored the area below the elevator and discovered four mechanisms. I've fiddled with them but can't figure out what I need to do here. Where are the clues?





**A:** It's unlikely you will be able to solve the elevator puzzle by trial and error alone. You'll need some information. Make sure you've explored this study carefully; read everything available. In particular, examine those informative sketches...

## Inside the Observatory

**Q:** I'm in the top of the dome, but Saavedro linked away. How should I proceed?

**A:** Don't leave the dome just yet. Instead, examine the three "telescopes" positioned around the room.

**Q:** The three telescopes around the dome are interesting, but I'm not sure what to do with them.

**A:** Examine the telescopes carefully and take note of the main landmark each telescope can focus in on. Practice adjusting the telescope controls; notice how the controls alter the viewpoint of each telescope.

**Q:** After completing the telescopes, what's my next goal?

**A:** The small spheres around the telescope image are extremely important--particularly the positions! Since you can't take them with you, this is definitely something you should jot down in your notes.

## The Movable Walkway

**Q:** I've climbed down a ladder below one of the tusks, but some sort of circular object blocks the catwalk to the door. Help!

**A:** There's no way to push or pull the object out of the way. Instead, search the area around the tusk for another path. Search here for a way to maneuver the object out of the way.

**Q:** I've moved the circular object and opened the door, but the room's floor is gone! There's nowhere to stand!





**A:** You need something to rest in the hole to support your weight so you can reach the console. There's got to be something nearby...

## The Plant Life

**Q:** There's a lot of plant life underneath one of the tusks, but I can't seem to get to the tusk door entrance. Any clues?

**A:** You'll find a large plant on one of the ledges (at the bottom of the red plants covering the high wall). Stand behind the plant and approach from behind. You'll gain "control" of the plant, and you can then move it around. The plant is the key to reaching the tusk door. Try to figure out what the plant does.

**Q:** OK, I've tried controlling the plant, but I don't understand what's going on. I need assistance!

**A:** Point the plant at various objects, like the bridge, for example. But instead of concentrating on what you are seeing, concentrate on what you are hearing.

**Q:** So, I understand the plant finally, but I'm still not sure how it relates to reaching the tusk door!

**A:** The plant works in conjunction with something else. Search the areas where you can point the plant and examine--and touch--everything! There's something else down near the water that makes noise, but you must coax it out of its hiding spot.

## The Colored Posts

**Q:** What are the colored posts around J'nanin?

**A:** The colored posts reflect light and can be rotated in different directions. Look through the lens and notice where a particular colored post can point toward.

**Q:** I've rotated the colored reflector posts, but nothing seems to happen.





**A:** Since the colored posts reflect light, you must first provide the light! The colored posts aren't the light source. Search the perimeter of the J'nanin island for a structure in the water. Fiddle with its controls to discover the light source.

**Q:** One of the post tops seems to be broken off. What do I need to do with this?

**A:** Saavedro decided to make your life more difficult by sabotaging this puzzle (and many others throughout the game). Ignore the broken post. You must simply reflect the light to another post and go the long way around.

**Q:** I still can't figure out these colored posts!

**A:** Bigger hint here: Starting with the light source just off J'nanin island, reflect the light through each of the colored posts until the light reaches the prism in front of the tusk door.

**Q:** The light has reached the prism in front of the tusk, but some sort of coded lock prevents the door from opening. What do I do?

**A:** Notice how each button on the door rests inside a particular color. There's a relationship between the order of colored posts that the light reflected through and the button sequence you must complete on the door.

**Q:** OK, I've entered all the tusks, but I don't understand what to do with the small spheres on the wheel.

**A:** You'll find similar spheres inside the upper floor of the dome. Explore this space to discover what to do with--or better yet, how to arrange--the small spheres.





## Chapter 3: J'nanin Age Walk-Through and Puzzle Solutions

**T**his section includes the complete walk-through and puzzle solutions for J'nanin, the lesson age. You arrive in J'nanin shortly after the game starts; the age serves as a hub for Myst III: Exile's other ages. To reach the other ages, you must solve a series of puzzles. Through a little exploration, some note taking, and a bit of logic, you can open the gates to Myst III: Exile's other ages.

Since this section contains the complete J'nanin walk-through and its puzzle solutions, it's filled with spoilers. If you're looking for hints, head to the J'nanin Puzzle Hints section of this game guide. You'll find hints and nudges there--you'll find solutions and spoilers here! Proceed with caution through this section! If you're stuck in a particular area, search for the appropriate header and locate the walk-through and puzzle solutions within.

Myst III: Exile is nonlinear. Much of the exploration and puzzles can be completed in any order. The order presented in this walk-through isn't the only path or necessarily the best path. However, following this walk-through ensures completion of all the age's puzzles.

### Exploring the Age

Naturally, like all Myst III: Exile gameplay, you're free to explore J'nanin at your leisure. There's no rush or time limit to complete the puzzles or reach any of the other ages. Explore J'nanin and note how each section connects to the other. Don't neglect to rotate your viewpoint toward the ground to spot staircases and ladders that may be required to reach other areas of J'nanin. Take note of the various landmarks around J'nanin (the tusks, the colored posts, etc) but don't fret if they aren't making sense just yet. Also, make sure you read through Atrus' journal!

If you wish, your first task could be to follow the intruder. He appeared in J'nanin moments before you did, and he's still within striking range. Follow him by moving across the walkway and toward the ladder. Use the ladder to follow





the intruder up toward the dome. The intruder opens the door into the dome. Move toward the dome and attempt to open the door--it's locked.

There's no way inside the dome just yet. You can look closely at the window on the door and spot the intruder pacing around inside the room; however, try as you might, there's no way to jimmy the lock or break down the door. You've reached a dead end already--but there's so much area to explore!

Your first order of business should be to find a way inside the dome. Since you can't use this locked upper door, you must find an alternative route. That route lies on the lower floor of the dome--thus, time to search for a way downstairs!

Descend the ladder away from the dome and proceed down to the beach area. Turn right and follow the path past a few colored posts (including a broken post) and head right at the dead end. Follow the steps on the right until you reach a staircase leading down toward a small, colorful structure that rests near a recessed pond. You'll notice this is near the bottom of the dome.

Proceed down the steps and approach the colorful structure, which you soon discover is a greenhouse holding a variety of foliage. The greenhouse section isn't large, however, and it isn't the most important part of the structure. Your main goal lies just beyond the greenhouse--the lower floor of the dome.

## **The Greenhouse and the Dome's Lower Floor**

Approach the greenhouse door and click your mouse cursor to open the door and proceed inside. Walk forward to the lever. Use the lever to open the gate revealing another switch--this time it's a button. Press the button and enter the open gate behind you.

You're now inside the dome's lower floor. You'll soon discover the intruder has been here and likely stayed here more than just a few moments. Turn right after entering the door into the dome's lower floor and spot the hammock. Move toward the hammock and grab the book off of the top of the hammock; it's the intruder's--who you learn is named Saavedro--journal. Take the time to read through Saavedro's journal. Make special note of any sketches, as you will have to put some of them to use in a few moments!





There are several other items of note in Saavedro's room, and all provide clues for tasks later in the game. If you'd rather wait until you need the clues before learning about them, then skip to the "Elevator" header in this section. The clues provide both vital and simply important information about puzzles later in the game. You'll likely need to return for some of the information later. If you'd rather not backtrack, then examine and learn these clues now!

1. First, take note of the balanced hanging dolls (Sirrus, Achenar, and Atrus perhaps). Notice that there are two dolls on one side and just one on the other. Yet somehow, it remains balanced, even though one side carries twice the weight. Look closely at the scale's design to learn how to balance something despite one side holding twice the weight.

2. Next, there are two small scales positioned in the room, and they aren't there simply for show! Examine each scale closely and notice that both are balanced perfectly. Look inside each scale to see what item is being balanced. You'll notice that one scale holds one metal ball on one side with four crystal balls on the other. Therefore, one metal equals four crystals. Look at the other scale and notice that it holds one crystal ball on one side and four wood balls on the other. Therefore, one crystal equals four pieces of wood. You'll need this information for a later puzzle!

3. Look on the desk for a couple of contraptions. A battery rests between two devices: a magnet and a flytrap. With the magnet connected to the battery, rotate the battery's lever and watch the electromagnet levitate several pieces of metal. Now, detach the magnet from the battery and attach the flytrap instead. With the flytrap attached to the battery, rotate the battery's lever again. The power causes the flytrap to open up and release its current prey (a small fly). Once the power drains, the flytrap closes once again (and the poor fly didn't get away!).

Once you've finished searching the room, reading Saavedro's journal, and examining the contraptions, approach the elevator behind the desk.

## The Elevator

You can attempt to ride the elevator up to the upper floor of the dome, but you will soon discover that it's not entirely operational. The elevator should rotate as it moves up; that way when you reach the top, you're facing the correct





direction and can walk off into the top floor of the dome instead of into the wall! If you do attempt to ride the elevator and discover it's not working correctly, ride it back down to the lower floor of the observatory.

To fix the elevator, you must first find the control mechanisms. A thorough search of the room reveals nothing; however, there's one area of the room that you can't search unless the elevator is sent to the upper floor of the dome! Activate the elevator and send it to the upper floor. The empty elevator shaft ahead of you contains the control mechanisms. Walk down into the elevator shaft.

Once inside you can rotate around the shaft and notice four different control mechanisms. For the elevator to work properly, you must align each control mechanism correctly. You won't be able to complete the puzzle through trial and error--unless you are extremely lucky--so you need some sort of guide or clue to get you started.

The key to aligning the elevator control mechanisms lies inside Saavedro's journal. If you haven't already, pick up Saavedro's journal from off the hammock and examine the sketches inside. You'll find several sketches that match the design of each of the four control mechanisms.

1. The Weights: Rotate around the elevator shaft until you spot the three weights, each dangling on its own chain. You must adjust the weights until they match the sketch inside Saavedro's journal. The sketch places the left weight at the lowest position and the center and right weights at the middle position. So, face the weights and adjust the left weight twice; leave the center weight alone; and finally adjust the right weight twice so it rests on the middle position.

2. The Gears: Rotate around the elevator shaft until you spot the two gears--the gears rest vertically. Inside Saavedro's journal, you'll notice a similar diagram, which reveals the correct positioning of the two gears. You must adjust the gears until the gap on the top gear rests inside the teeth of the bottom gear. Rotate the upper gear until the gears match the sketch inside Saavedro's journal--the gap on the upper gear must align with the teeth of the bottom gear.

3. The Wheel: Rotate around the elevator shaft until you spot the wheel resting horizontally on its side. The wheel can be rotated into three positions--





at the end of each position is a bolt that must be configured properly. You must adjust two of the bolts so that the threaded side points toward the left; leave the third bolt in its original position with the threaded side pointing toward the right. Turn the wheel so the unchanged bolt can be seen through the hole in the wall.

4. The Switch: Rotate around the elevator shaft until you spot the final mechanism, a simple switch with two positions. The switch begins in the incorrect position; adjust the switch to the other position (to match the sketch in Saavedro's journal) to complete the mechanism.

Once all four elevator mechanisms are aligned correctly, the elevator will operate properly, and you will be able to ride to the upper floor of the dome and exit successfully. Maneuver out of the elevator shaft and call the elevator down to the lower floor. Move inside the elevator and ride to the upper floor. Open the door and exit the elevator.

## The Observatory (The Dome)

You're too late--though there's nothing you could have done. When you solve the elevator puzzle and reach the upper floor of the dome, Saavedro completes his business and links to an unknown location. A cage encloses the linking book that he just used; the cage lowers into a pit in the room's center. You won't be able to reach or open the cage.

Walk toward the center of the room and locate the blue button above the pit. Press the blue button to trigger a message from Atrus. He addresses you as his "sons" and discusses the purpose of this age (and apparently the others you can link to from J'nanin). However, before Atrus can complete his speech, Saavedro breaks in with his own speech. Saavedro has stolen the Releeshahn book, and to find Saavedro and the book, you must retrieve three symbols--one from each of the ages linked from J'nanin.

The message from Atrus and Saavedro isn't the only important thing inside the dome. Search the walls for three telescopelike devices, and you'll discover that the dome could technically be called an observatory--though the telescopes aren't pointed at a sky, but instead at important landmarks in J'nanin.





## The Telescopes

Though the specific solution is different, you will solve each of the telescopes in a similar fashion. Examine the telescope screen carefully and note the symbol on the view screen. You are searching for that same symbol somewhere in J'nanin--you shouldn't have to look hard, however, because the symbol is positioned on the landmark within your view. Each telescope is pointed at a specific white tusk that you may have seen outside during your exploration of J'nanin.

**SAAVEDRO'S JOURNAL:** Search the observatory's top floor for a page from Saavedro's journal.

Your goal is to adjust the position, the zoom, and the focus of each telescope so that you have aligned the symbol on the view screen with the symbol on the tusk.

1. To adjust the position, put the mouse cursor over the view screen and click and drag the view around until you are aligned correctly. You should adjust the view screen until the tusk and its symbol appear within the view.
2. To adjust the zoom, maneuver the handle on the right side. Adjust the position and zoom until the symbol on the tusk lies within the symbol on the view screen.
3. To adjust the focus, maneuver the handle on the left side. With a combination of the position adjustment, the zoom, and the focus, you should be able to align the symbol on the view screen with the symbol on the tusk.

You should also notice that adjusting the position, zoom, and focus also moves the small spheres around the telescope view screen. These small spheres create the code required to open the linking books for the three ages connected to J'nanin.

Here are the completed telescope puzzles and their codes:





A completed telescope code.



Another completed telescope code.



**The third completed telescope code.**

Once you complete all three telescopes, you're ready to tackle the remaining J'nanin puzzles and to open the linking books to three different ages. Once you complete one puzzle, you can visit the new age and complete its tasks before returning to J'nanin. Or, you can remain at J'nanin and solve all its puzzles to uncover all three linking books before you leave.

## Linking to Amateria

Return to your starting position in J'nanin to locate the tusk containing the Amateria linking book and its adjacent puzzle. Exit the dome from the upper door (the one that was locked when you were outside and Saavedro was pacing around inside), cross the bridge, and descend the ladder. Continue across another bridge toward the white tusk ahead.





There are two ladders around the tower--one ladder on the edge of the platform and another inside a cylindrical tube. You can descend the ladder in the tube, which places you on a walkway beneath the tusk. However, a round wheel-like object blocks the walkway preventing you from reaching a very important door beneath the tusk.

Return up to the tusk and locate the second ladder that descends off the edge of the platform. When you are at the bottom of the ladder, you will spot the walkway and the wheel-like object across from you. A console with two levers lies directly in front of you. The levers control the walkway in front of you. To solve the puzzle, you must use the levers to move the walkway, causing the wheel-like object to move. If you can move the wheel out of your way, you will be able to reach the door!

From its starting position, use the console's levers in the following order: left, right, left, right. This moves the wheel out of the way and ensures that the ladder remains at its starting position so you can reach the walkway.

Ascend the ladder and go back to the ladder that is inside the cylindrical tube. Descend onto the walkway and notice that the wheel has moved behind the ladder you descended first. You now have access to the door ahead. Walk across the catwalk and open the door. You'll spot a console inside on the right; however, you can't reach the console because the floor at your feet has been destroyed. Looks like Saavedro's work!

To reach this console, you must put something in the hole that can support your weight. There's one thing nearby that will do the trick--and best of all, it rolls! You must move the wheel-like object into the room and into the hole in the floor by, once again, using the levers. Return across the catwalk and up the ladder. Descend the other ladder to the console with the levers.

From its current position, use the console's levers in the following order: left, left, right. This moves the wheel across the walkway and into the room. It crashes through the hole in the floor but remains high enough to provide a floor for you to stand on as you attempt to reach the console inside. Before you leave the levers, you must pull the right lever one more time to adjust the walkway so that the ladder reverts to its original, usable position.





Ascend the ladder and return to the tube. Descend the ladder back to the walkway. Cross the walkway and enter the room. You can stand in the room, now that the wheel-like object covers the hole! Stand at the console.

The console should look familiar. It closely resembles the small spheres around the telescopes inside the observatory. To gain access to the linking book, you must move the small spheres to match the appropriate code. Align the spheres to match the code one of the codes received from the particular telescope to reveal the Amateria linking book.

## Linking to Edanna

The Edanna tusk is located above the greenhouse over some unusual plant life. Saavedro has sabotaged the path to the Edanna tusk. You can't reach the door without creating an alternative route!

Instead of heading toward the Edanna tusk, proceed down to the greenhouse; there's a task to complete there! Look in the alcove across from the greenhouse. Walk into the alcove. Touch the plantlike object on the left side of the screen; it spreads and covers the water. Next, touch the other object in view--a nest--to summon a small, cuddly creature.

Since you covered the water with the first plant, the creature can successfully cross to a red plant on the right side. When the creature makes its sound, the red plant expands offering its nourishment. Take note of this process--you're about to use it in a very clever way!

Cross the bridge beyond the greenhouse toward the Edanna tusk. You'll locate a ladder. Ascend the ladder to the first plateau. Here you will spot a large flowerlike object and a wall covered with the red plants you spotted near the cuddly creature below.

To solve the puzzle, you must discover what function the plant serves. Do this by approaching the plant from behind. Move toward the plant from behind, and you gain control of the plant--adjusting your view adjusts the direction of the plant. Learn the function of the plant by pointing the plant at various objects within view, like the bridge, for example. Notice how the plant amplifies the sound when you point at certain areas.





Point the plant where you uncovered the creature and its red plants. The plant amplifies the creature's sound--which, as you recall, caused the red plant to expand. The amplified sound causes the red plants that line the wall behind you to expand, creating a makeshift bridge. Ascend the ladder and cross the red plants to the tusk's door.

Open the door and locate the console inside. It matches the small sphere console that surrounded the telescope inside the dome. To uncover the linking book to Edanna, you must align the small spheres to match the code you discovered inside the dome. Complete the code to lower the cage containing the Edanna linking book.

## Linking to Voltaic

Gaining access to the linking book to Voltaic means discovering the purpose of the colored posts you have likely passed time and time again during your exploration of J'nanim. Before we discuss the colored posts, you must first locate the start of the puzzle--a light source just off of the island.

To reach the light source, head right from the top of the dome until you reach the yellow colored post. Turn left and spot the wheel and lens at the edge of the cliff. Approach the wheel; spot the structure--the light source--in the water.

Your task is to rotate the wheel until the light source diverts sunlight toward the lens to the left of the wheel. Keep adjusting the wheel until you spot light beaming from the light source toward the lens next to your position. The lens then diverts the light toward the yellow colored post you passed a moment ago.

The colored posts are in fact light reflectors. You must align all of the colored posts correctly to divert the light from the light source all the way to the tusk door containing the Voltaic linking book. The easiest way to solve the puzzle is by starting at the light source and working your way through the reflectors all the way to the door.

You can gain a big hint to the puzzle by looking through the colored posts. Take note on what you can see through the post lens in each of its three positions. When diverting the light, look through the lens to ensure that the light is pointed toward the desired colored post.





There's another piece of the puzzle once you reach the tusk door. You should keep track of the colored posts, in the order that the light moves through them. You'll need this sequence once you reach the door.

Here's the order of reflecting light:

1. The light source diverts the light to the lens to the left of the wheel.
2. The lens diverts light to the yellow colored reflector post.
3. Adjust the yellow reflector post and divert the light toward the blue reflector post to the right (if facing toward the yellow post and away from the light source). First color: yellow.
4. Approach the blue reflector post.
5. Adjust the blue reflector post and divert the light toward the green reflector post across the center of J'nandin (it's above the greenhouse and creature area). After diverting the light, peer through the lens to make sure that it's positioned correctly. Second color: blue.
6. Cross the map to the green reflector post above the greenhouse.
7. Adjust the green reflector post once and divert the light toward the nearby red reflector post (to the right if facing away from the blue post but toward the green post). Third color: green.
8. Approach the red reflector post.
9. Adjust the red reflector post twice and divert the light toward a second yellow reflector post (not the yellow post near the light source but the second yellow reflector post located across the Edanna tusk and close to this red post). Fourth color: red.
10. Approach the second yellow reflector post.
11. Adjust the second yellow reflector post twice and divert light toward the nearby purple reflector post (to the right if facing toward the yellow reflector post and out to sea). Fifth color: yellow.



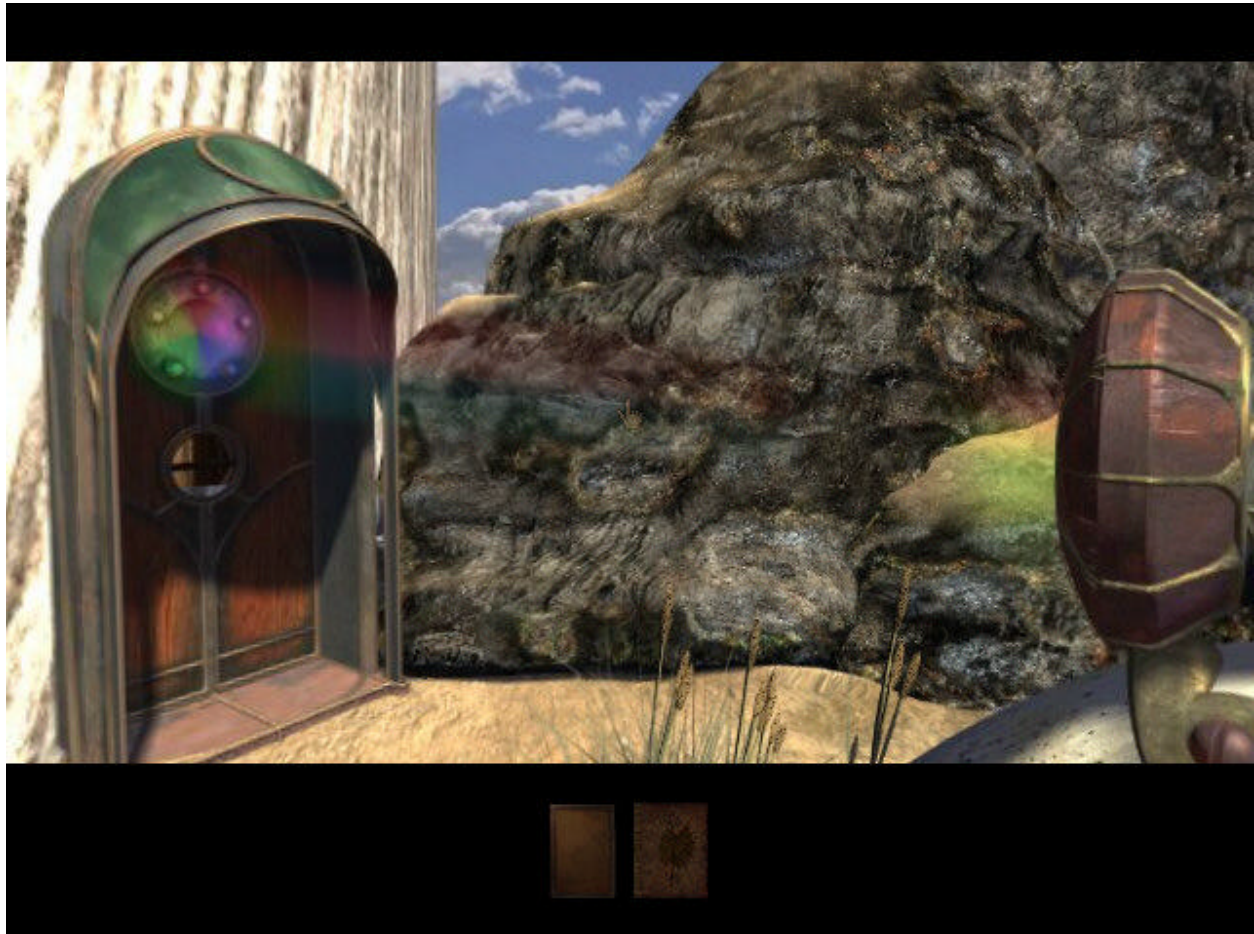


12. Approach the purple reflector post.

13. Adjust the purple reflector post once and divert light toward the nearby second red reflector post (near the J'nanin start position). Once again it is located to the right, if you were facing the purple reflector post and out to sea. Sixth color: purple.

14. Approach the second red reflector post.

15. Adjust the second red reflector post once and divert light toward the Voltaic tusk door. Seventh color: red.



**The aligned colored posts end at a prism in front of the door leading to the Voltaic linking book.**





16. From the second red reflector post, walk along the path on the beach beyond the light source and the broken post, until you reach the Voltaic tusk door. Note the lens and prism just in front of the door. If you have aligned the reflectors correctly, the prism shines brightly on the door revealing a code panel.

To open the door, you must enter a correct button sequence. Each button rests within a specific color. The button--or color--order corresponds to the order in which the light traveled through the reflectors. To open the door, press the following button (color) sequence: yellow, blue, green, red, yellow, purple, red.

Enter the room and spot the sphere console, similar to the console surrounding the telescopes inside the dome. Adjust the spheres to match the code discovered inside the dome to gain access to the Voltaic linking book.





## Chapter 4: Amateria Age Puzzle Hints

**T**his section includes puzzle hints for Myst III: Exile's Amateria age. The section doesn't offer complete solutions to the puzzles and problems you'll face in Amateria. Thus, it's free of storyline spoilers and complete puzzle-solution spoilers. Use this section if you just need a nudge in the right direction for Amateria's puzzles.

Be careful when browsing through the questions; although the questions are presented in chronological order (from things you will likely accomplish first to things you will likely accomplish last), it's possible to be slightly spoiled from the questions themselves. Don't read ahead unless you're still perplexed!

### Where to Start in Amateria

**Q:** OK, I've reached the Amateria age and found some sort of hexagon button puzzle upon arrival. I don't know what to do. Did I miss something?

**A:** Don't worry. The hexagon puzzle comes into play later during your exploration of Amateria. Ignore the hexagon buttons and, instead, head along the left path to discover the first puzzle.

### The Balance Puzzle

**Q:** The balance puzzle is extremely confusing! I need a hint!

**A:** There are three main pieces to the balance puzzle. Explore the area around the puzzle (including up!) to discover all of the pieces to the puzzle.

**Q:** I'm still stumped. What are the pieces to the balance puzzle?

**A:** The three pieces to the balance puzzle are the composition of the weight (the first ball), the position of the balance (the fulcrum), and the counterweight.





**Q:** Is there something important about the weight (the first ball) that drops into the balance?

**A:** Yes. It's one of the three pieces to the balance puzzle, and it's important to understand what makes up the weight.

**Q:** I need to understand what makes up the weight, but I can't get close enough!

**A:** Between the Amateria start position and the balance puzzle, you'll find a small hallway containing an elevator. Try going up in the elevator and see if you can spot the weight in its resting position.

**Q:** Where's the counterweight located?

**A:** You'll find the counterweight in a small room; reach the room by moving left from the balance-puzzle control panel.

**Q:** The counterweight room is filled with metal, wood, and crystal pieces. How do I know what to put on the counterweight?

**A:** You must discover how the materials correspond to one another. You'll find this information back in J'nanin.

**Q:** I don't feel like backtracking to J'nanin! Please tell me how the materials correspond to one another.

**A:** One metal equals four crystals. One crystal equals four pieces of wood.

**Q:** I know the composition of the weight, but I can't seem to create a corresponding counterweight.

**A:** Saavedro has sabotaged the puzzle by breaking many of the counterweight pieces. Instead of attempting to match the counterweight and the weight, think about proportions.

**Q:** I need a big hint about the balance puzzle, regarding the counterweight and the weight!





**A:** Examine the items inside Saavedro's room on J'nanin. Along with the scales, there's a makeshift balance with three dolls. Note how the dolls and the balance are aligned.

## The Tracks and Huts Puzzle

**Q:** I've reached a puzzle where a ball moves along a track, but it keeps busting apart.

**A:** The puzzle must be aligned correctly for the ball to survive the trip around the track.

**Q:** How do I align the puzzle correctly?

**A:** Be the ball. Follow the ball's intended position around the track and discover where it moves through--in order.

**Q:** How do the track and the puzzle's control panel relate?

**A:** As the ball moves through the track, the control panel deactivates designated sections. If the section is deactivated, the ball moves through that section of track successfully.

**Q:** I need a huge hint! How do I solve this puzzle?

**A:** Take note of the order of the symbols on the control panel. Move down to the track and walk through the path that the ball would take if it could survive all the way to the end. Inside each hut along the track, you'll discover a switch. Adjust the switch to match the order on the control panel. For instance, match the symbol on the hut that the ball would pass through first with the first symbol on the control panel, then match the symbol on the hut that the ball would pass through second with the second symbol on the control panel, and so on.

## The Tracks and Wheels Puzzle

**Q:** I've reached a puzzle where a ball moves across short tracks and drops into several small holes. What's going on here?





**A:** You should experiment with the control panel. You have three pegs to place in the available holes. Make note of what happens to the ball depending on where you placed the pegs.

**Q:** I still don't get it. I need a bigger hint!

**A:** You must move the ball from side to side. The pegs must be placed correctly so the ball stays on the track and inside the holes--some holes are blocked so the ball won't fall through and, instead, will be shot to the other side. You must match peg placement with the puzzle's wheel rotation so the ball survives its trek through track and hole.

## The Hexagon Consoles

**Q:** OK, I've solved all three exterior puzzles. What next?

**A:** You were given a reward for solving each puzzle. You need to use the rewards to enter a new location. Try returning to the Amateria start position and look around.

## Inside the Tower

**Q:** I'm inside the tower at a high point looking over Amateria. I have what appears to be a set of tracks in a puzzle in front of me. What next?

**A:** Align those tracks!

**Q:** What am I aligning the tracks for?

**A:** You're attempting to form a single track so a ball can make it through all of Amateria's tracks and puzzles.

**Q:** What are the colored icons around the track puzzle?

**A:** These correspond to the puzzles you completed, as well as the final Amateria structure you haven't explored yet. These colored icons need to be connected to your tracks!

**Q:** How do I know which puzzle each colored icon represents?





**A:** Look up and start pressing buttons!





## Chapter 5: Amateria Age Walk-Through and Puzzle Solutions

**T**his section includes the complete walk-through and puzzle solutions for Amateria. Since this section contains the complete Amateria walk-through and its puzzle solutions, it's filled with spoilers. If you're looking for hints, head to the Amateria Puzzle Hints section of this game guide. You'll find hints and nudges there--you'll find solutions and spoilers here! Proceed with caution through this section! If you're stuck in a particular area, search for the appropriate header and locate the walk-through and puzzle solutions within.

Myst III: Exile is nonlinear: Much of the exploration and puzzles can be completed in any order. The order presented in this walk-through isn't the only path or necessarily the best path. However, following this walk-through ensures completion of all the age's puzzles.

Furthermore, if you get stuck, you can always return to J'nanin and attempt another age (or if you need clues or information). If you follow this walk-through, though, you won't need to return to J'nanin until you have completed the Amateria age!

### Exploring the Age

Amateria resembles parts of a roller coaster. Tracks swerve up, down, and sideways around the age; the tracks wind through several buildings, most of which house the age's puzzles. You start the age in front of Amateria's central tower. The path ahead (leading to the tower) is impassable; the flooring isn't whole. You will discover some sort of hexagon button mechanism on the left side of the impassable path. You can't do anything with the mechanism yet--you need to explore Amateria first.

From your arrival point, proceed to the left (as if you were facing the central tower). As you move along the path, you encounter a linking book back to J'nanin. Should you get stuck or need to return to the lesson age, J'nanin, you





can use this book. Once back in J'nanin, you will have to enter the Amateria tusk once again to link back to this age.

Continue along the path over stairs and walkways until you curve around to the right. You'll encounter a console along this path; if you face the console, you face what appears to be a large metallic tube, which you soon discover is part of a balance. Time for a puzzle!

## The Balance Puzzle

You've reached the first Amateria puzzle, which we will call the balance puzzle. Before you start on the solution, it's wise to always experiment with the puzzle controls to get an idea about what's happening in front of you. The control panel both initiates the puzzle and sets the position of the balance, specifically the balance's fulcrum.

For instance, moving the top two levers toward the left and the bottom lever toward the right, places the fulcrum to the far left. Moving the top lever toward the left, the middle lever toward the right, and the bottom lever toward the left, places the fulcrum in the middle. Finally, moving the top lever toward the right and the bottom two levers toward the left sets the fulcrum to the far right. You can use the lever on the right side of the console to start the puzzle.

When you use the right side lever, a ball forms above the balance and drops inside. Another sphere (appears to be wooden as well as crystal) drops into the weight. For the ball to get across, you must correctly balance the sphere with the balance mechanism. You'll notice that in its current state, the ball that appears and attempts to move across the balance will never make it across--it shatters into pieces no matter the balance settings.

There are three pieces to the balance puzzle. You must discover each of them and solve them accordingly for the balance to function correctly. We'll explain each piece of the puzzle.

1. The Weight: First, it's important to discover the composition of the weight or the wood-crystal combination ball that drops down onto the balance after initiating the puzzle. To do so requires a bit of backtracking. Hop off of the console and head right back toward the Amateria start position. As you cross the bridges, look for a small, dark hallway to your left. Enter this hallway and





spot a lift on the left. Ride the lift to the top and rotate your view until you spot the weight. Look closely at the weight. Notice that from this position it appears to be made of one piece crystal and three pieces wood. However, that's only half of the ball! You must spot the other half to discover the entire composition.

**SAAVEDRO'S JOURNAL:** You'll find a page of Saavedro's journal at the top of the elevator where you've examined the composition of the weight.

Return to the balance-puzzle console. Stand on the console and pull the lever on the left. This raises the console higher into the air and provides a good view of the balance puzzle--and more importantly, the weight! From this angle, you can see the other side of the weight: It's made up of four sections of wood.

Now you know the composition of the weight: It's divided into eight sections with seven sections being wood and one section being crystal.

2. The Counterweight: For the balance to operate correctly, the counterweight needs to be properly configured. From the balance-puzzle console, head left along the path and discover a small room on the left side of the puzzle. Enter this room and spot a large weight in the center. It's made up of half wood and half open slate. You must put the proper amount of weight on the counterweight to balance the multimaterial ball.

Thorough examination of the counterweight room reveals several wedges: You'll find metal, wood, and crystal wedges, each of which can be placed on the counterweight in an attempt to balance the puzzle. Unfortunately, you will also notice broken pieces of these wedges around the room. Apparently Saavedro had a little fun here and sabotaged the puzzle's original design.

So you won't be able to create a perfect counterbalance to match the multimaterial ball--there are only two wood wedges available, and you need three! So, instead of creating the exact balance, think proportion! It's possible to create a counterweight that's double the weight of the multimaterial ball.

Before we go any further, recall that in J'nanin, inside Saavedro's room, you discovered the two scales: Each scale held and balanced a certain amount of weight. You can either return to J'nanin to explore the room for yourself or read the answer here. To solve the balance puzzle in Amateria, you must





know how each material relates to the other--which you will discover on the scales in J'nanin. Careful examination of the scales reveals that one metal equals four crystals and one crystal equals four pieces of wood.

As you discovered, the multimaterial ball is made up of seven wedges of wood and one wedge of crystal. Therefore, it's made up of seven wedges of wood and another four wedges of wood (one crystal equals four pieces of wood). Thus, the multimaterial ball is composed of eleven (4+7) pieces of wood!

To create a counterweight that's double the size of the multimaterial ball, you will need a counterweight that's made up of 22 (11x2) pieces of wood. Examine the counterweight carefully. Note that the entire bottom half is made of wood. Thus, the counterweight is already four pieces of wood, only 18 to go! You must discover the correct combination of 18 pieces of wood using the available wedges.

As you saw in J'nanin, one metal equals four crystals and one crystal equals four pieces of wood; therefore, one metal equals 16 pieces of wood (4x4). Place one metal wedge onto the counterweight, and you now have four pieces of wood on the bottom of the counterweight and the equivalent of 16 pieces of wood on the top of the counterweight--that equals 20 pieces of wood (16+4).

You only need two more pieces of wood to complete the counterweight. Thankfully, Saavedro left two wedges of wood, so this makes the completion of the puzzle quite simple. Take the two wedges of wood and place them on the counterweight. You now possess a counterweight made up of the equivalent of 22 pieces of wood, perfectly doubling the multimaterial ball (the original weight).

3. The Fulcrum Setting: The final piece of the balance puzzle is the fulcrum or the giant gear that can be placed on the left, middle, or right side of the balance. You must discover how to set the fulcrum so that a balance with twice the weight on one side can remain perfectly stable. Once again, the clue for this puzzle lies inside Saavedro's room on J'nanin.

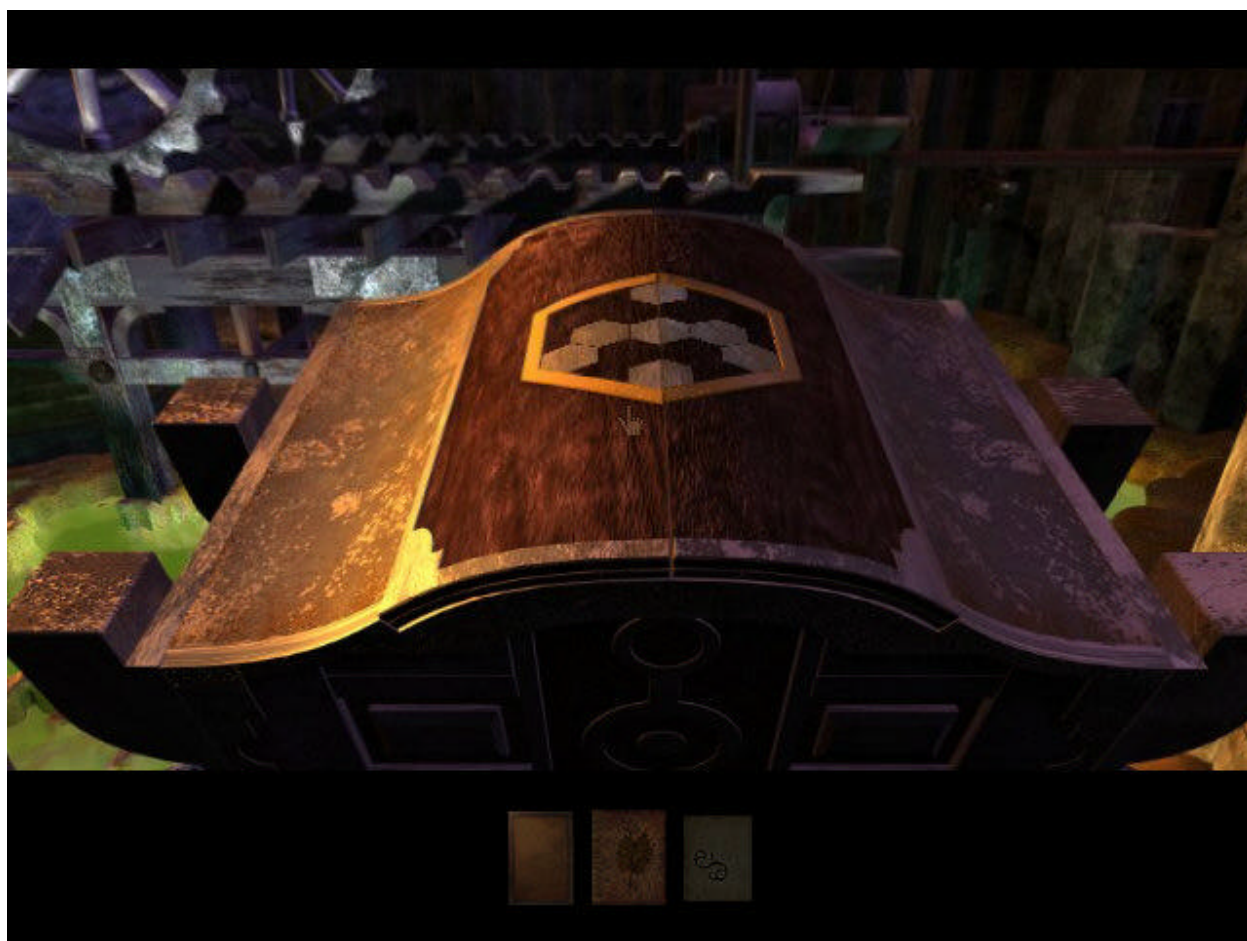
In that room you will find a balance with two dolls on one side and one doll on the other. Careful examination of the "fulcrum" on this doll balance reveals that the fulcrum setting is on the far left, toward the two dolls or "double" weight.





Return to the balance-puzzle console and adjust the fulcrum by moving the top two levers toward the left and the bottom lever toward the right. The fulcrum moves to the far left side of the balance toward the counterweight.

All three balance-puzzle pieces are in place--you're ready to try out your new contraption! Use the lever on the right side of the console to release the ball. Because the balance is perfectly stable, the ball moves safely across the balance and down the track. Remain at the console to discover your reward. The console depicts a section of track moving near a building (more on this later), then it closes to reveal a hexagon button configuration.



**Here's the completed hexagon button configuration for solving the balance puzzle.**





Make note of the hexagon button configuration--you'll need it later. Remember that hexagon console you spotted at the start of Amateria? You'll need these hexagon codes to complete that puzzle.

## The Tracks and Huts Puzzle

The next Amateria puzzle comes in two parts: the tracks and the control panel. Head toward the control panel first. Exit the balance-puzzle control panel to the right and return to the tunnel containing the elevator--this is the lift you used to check out the composition of the weight. Continue beyond the elevator and spot a makeshift ladder on your right. Ascend the ladder and cross the platform to the control panel--it overlooks a set of tracks and huts, the location of the next puzzle.

**The Control Panel:** Before heading down to the tracks, you should examine the control panel carefully and attempt to discern how the control panel operates in conjunction with the puzzle. First, though, raise the control panel by turning left and pulling the lever on the panel's left side. This raises you high in the air and provides an excellent view of the tracks and huts below. You'll notice five huts in a semicircle around a central hut.

**SAAVEDRO'S JOURNAL:** Examine the area around the control panel for the tracks-and-huts puzzle on another page of Saavedro's journal.

Next, you should attempt to experiment with the puzzle. Pull the lever just left of the panel; observe the action. A ball appears out of midair and is dropped on the track. It heads directly for the middle hut. However, once it reaches the middle hut, the ball shatters into hundreds of pieces. Something obviously isn't right...

Pull the lever just left of the panel to restart the puzzle. Instead of looking at the tracks, though, look at the control panel. Watch how a ball appears on the control panel and moves across five different buttons. As soon as it hits the first button, the real ball shatters. Apparently there's some correlation between the buttons on the control panel and the huts below.

Make note of the designs on the control panel around each button--they come into play in just a moment! Make sure you note the order of the design. For





instance, the way the buttons are numbered from left to right--note which design fits with which numbered button.

**The Tracks:** To solve the puzzle, you must now maneuver down to the tracks and huts below. With the control panel designs (numbered) noted, descend from the control panel and down the ladder. Head right, move through the cave (note Saavedro's painting), and proceed through the walkway to the tracks ahead. You're now on the tracks-and-hut formation you saw from the control panel a moment ago.

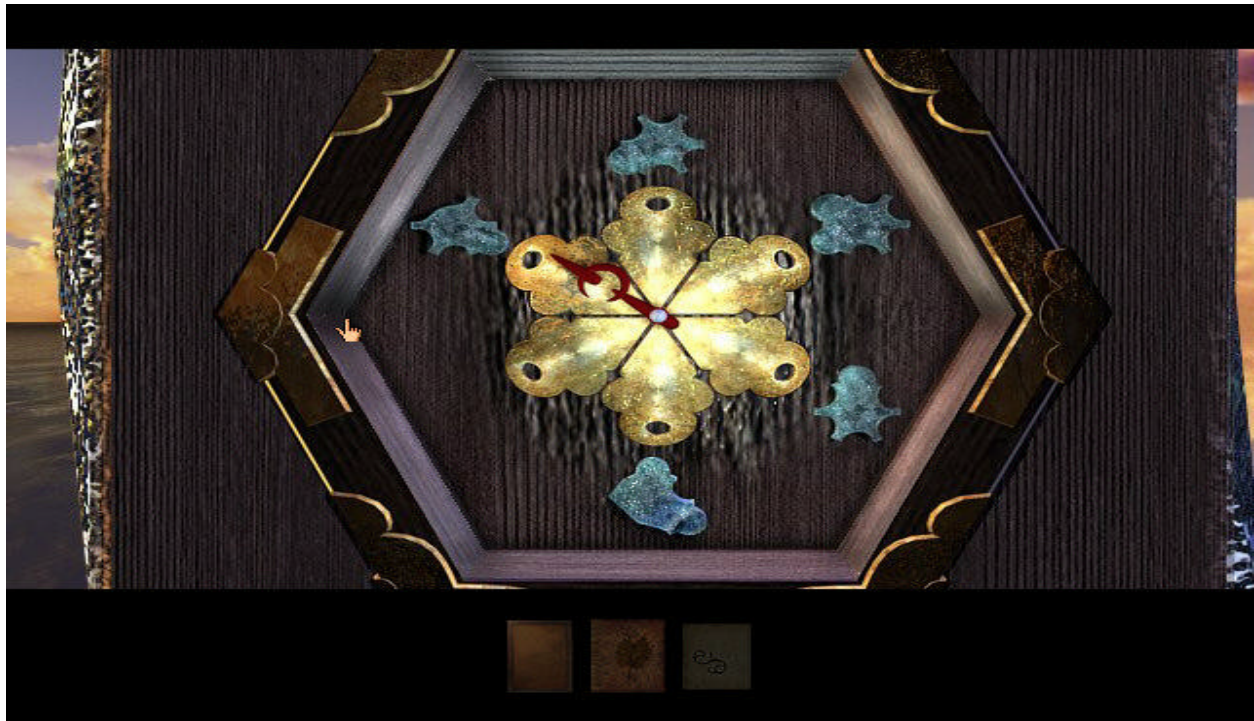
It's time to be the ball! As you recall, the ball dropped down onto the tracks and headed toward the middle hut first. Therefore, follow the track to the central building then proceed toward the middle hut, just as the ball would. When you reach the hut, as the track turns, you will notice a platform just over the water. Walk out onto the platform and notice the switch on the beam to the right. Examine the switch closely.

You should notice that the designs on the switch match the designs on the control panel. Now, make a connection between your current hut and the control panel. You're in the hut in which the ball passes through first; thus, you're at the first button on the control panel (remember, the ball passed through this hut when the ball on the control panel passed over the first button).

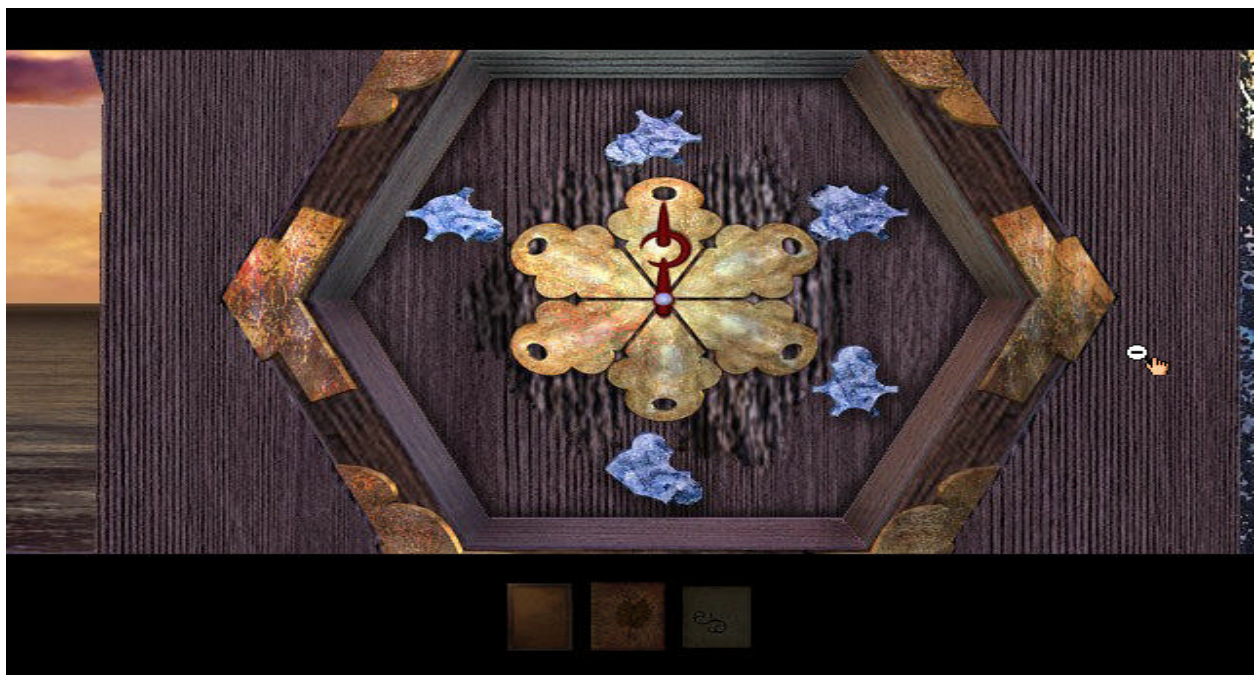
**First Hut:** So, to align this hut correctly, you must match the design on the control panel with the design on the hut switch. Adjust the pointer until it points to the first design on the upper left side (if it were a clock, it would point to the 10 o'clock position). You have now aligned the first hut correctly!

**Second Hut:** Continue along the track as the ball would. Stick to the right as you move through the intersection and reach the second hut (it's the far left hut if you were looking at them from above). Walk out onto the platform and spot the hut switch. Match the design on the hut switch with the second button design on the control panel. To do so, move the pointer on the hut switch to the second design from the upper left (if it were a clock, it would point to the 12 o'clock position). You have now aligned the second hut correctly!





Here's the correct switch alignment for the first hut that the ball moves through.



Here's the correct switch alignment for the second hut that the ball moves through.



**Third Hut:** Once again, continue along the track as the ball would. Proceed out to the third hut, which is actually the second hut on the far right (if you were looking at the huts from the control panel). Walk out to the hut switch and match the design on the hut switch with the third button design on the control panel. Do so by moving the pointer to the third design from the upper left (if it were a clock, it would point to the 2 o'clock position). You have now aligned the third hut correctly!



Here's the correct switch alignment for the third hut that the ball moves through.

**Fourth Hut:** Proceed along the track as the ball would. Stay right at the intersection and make your way out to the fourth hut, which is actually the second hut from the far left (if you were looking at the huts from the control panel). Walk out to the hut switch and match the design on the hut switch with





the fourth button design on the control panel. Do so by moving the pointer to the fourth design from the upper left (if it were a clock, it would point to the 4 o'clock position). You have now aligned the fourth hut correctly!



**Here's the correct switch alignment for the fourth hut that the ball moves through.**

**Fifth Hut:** Follow the track again as the ball would and reach the fifth hut, which is actually the farthest hut on the right (if you were looking at the huts from the control panel). Walk out to the hut switch and match the design on the hut switch with the fifth button design on the control panel. Do so by moving the pointer to the fifth design from the upper left (if it were a clock, it would point to the 6 o'clock position). You have now aligned the fifth hut correctly!





**Here's the correct switch alignment for the fifth hut that the ball moves through.**

Here's a recap. If you simply went from the farthest left hut to the farthest right hut and adjusted all the pointers on the hut switches, here are the positions of the pointers:

Farthest Left Hut (second hut the ball moves through): 12 o'clock  
Second Hut from the Left (fourth hut the ball moves through): 4 o'clock  
Middle Hut (first hut the ball moves through): 10 o'clock  
Second Hut from the Right (third hut the ball moves through): 2 o'clock  
Farthest Right Hut (fifth hut the ball moves through): 6 o'clock

With all hut switches aligned correctly, return to the control panel by backtracking off the track, through Saavedro's painting area, and up the ladder to the control panel. Use the control panel to drop a ball onto the track.





If aligned correctly, the ball will move through all five huts (watch the control panel buttons as the ball moves) and survive intact.



**Here's the hexagon button configuration you receive upon completing the tracks-and-huts puzzle.**

As a reward, you are shown a second track segment, which raises and lowers, near a building (again, more on this later). The control panel closes, revealing another hexagon button configuration. Make note of the hexagon button configuration--you'll need it later. Remember that hexagon console you spotted at the start of Amateria? You'll need these hexagon codes to complete that puzzle.





## The Tracks and Wheels Puzzle

To locate the next Amateria puzzle, head down to the tracks-and-huts puzzle and walk beyond the fifth hut (away from the balance puzzle). Cross the hexagon pedestals and follow the columns until you spot an entrance to the left. It's easy to miss so rotate your view to the left often to ensure that you don't miss the doorway that leads to the next puzzle. Once you locate the doorway, approach and open the door. Approach the control panel to activate the next puzzle.

**SAAVEDRO'S JOURNAL:** After entering the door leading to the tracks-and-wheels control panel, pick up a page of Saavedro's journal off of the ground.



**Search for this door on the left side of the path. Open the door to approach the tracks-and-wheels puzzle.**





Walk up to the control panel. Pull the lever to raise the control panel in the air so you overlook the tracks and rings. There are four sets of arched tracks and two sets of wheels--each wheel has six rings: Three are open and three are closed with a spring. You must ensure that the ball survives a trip across the tracks and that the wheels end up on the upper right side of the track.

Examine the control panel. It possesses two pie-like circles; a small hole rests in each pie piece. There are three pegs that you will use to place inside the small holes inside each pie piece. Depending on where the pegs are placed, the movement of the ball inside the puzzle changes. To make matters more difficult, Saavedro sabotaged the puzzle by jamming something inside one of the pie piece holes.

The pie-shaped circles represent the wheels on the main puzzle. When the ball rests inside the left wheel, both the puzzle wheel and the pie-shaped circle on the control panel turn counterclockwise. When the ball rests inside the right wheel, both the puzzle wheel and the pie-shaped circle on the control panel turn clockwise. When a peg intersects with the 6 o'clock position on the pie-shaped circle (as it's rotating), the wheel stops, and the ball launches onto the tracks and to the other wheel.

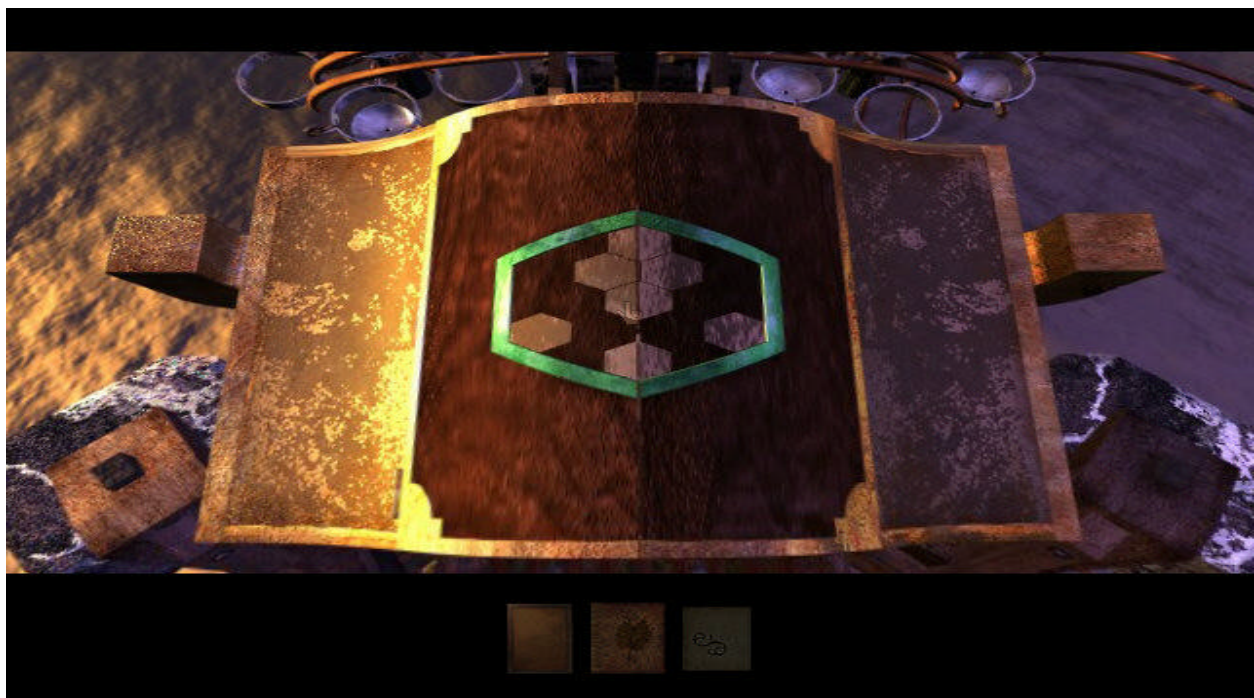
To solve the puzzle, you must ensure that the ball launches successfully across the tracks and onto the other wheel--however, the ball must land on the wheel inside one of the spring-loaded rings. If the ball lands in one of the rings with no bottom, it falls into the sea, and you must restart the puzzle.

Solve the puzzle by placing two pegs on the left circle and one peg in the right circle. At the control panel's initial state, you will place pegs in the 12 o'clock and 2 o'clock positions on the left wheel. Place the other peg in the right wheel at the 10 o'clock position. With the pegs in place, pull the lever to start the puzzle. The ball will successfully cross the tracks, wheels, and reach its destination.





Place the pegs in this configuration, then pull the lever to start and complete the puzzle.



Here's the hexagon button configuration that you'll receive upon completing the tracks-and-wheels puzzle.





As a reward, you are shown a third track segment, which raises and lowers near a building (again, more on this later). The control panel closes revealing another hexagon button configuration. Make note of the hexagon button configuration--you'll need it later. Remember that hexagon console you spotted at the start of Amateria? You'll need these hexagon codes to complete that puzzle.

## Entering the Tower

You can only enter the tower once you have completed Amateria's three other puzzles: the balance puzzle, the tracks-and-huts puzzle, and the tracks-and-wheels puzzle. Upon completing each of those three puzzles, you receive a hexagon button combination. Sketch those hexagon button combinations (or look at the screenshots in this game guide) and return to the Amateria start position.

You can get there by exiting the tracks-and-wheels puzzle to the left (moving away from the tracks-and-huts puzzle). Reach the start position and turn right to face the tower. Walk forward and turn left to face the first hexagon console.

Examine the console carefully and enter one of the three hexagon button combinations you obtained from solving the puzzles in Amateria. The sequence of hexagon button combinations doesn't matter. Simply enter one of the combinations that you obtained to complete the first hexagon console. As a reward, a piece of track completes part of the walkway toward the tower. Walk onto this walkway and turn left to face the second hexagon console.

Examine the next console and enter one of the remaining hexagon button combinations that you obtained from solving the puzzles in Amateria. The sequence of hexagon button combinations doesn't matter. Simply enter one of the combinations that you obtained to complete the second hexagon console. As a reward, a piece of track completes part of the walkway toward the tower. Walk onto this walkway and turn left to face the third hexagon console.

Examine the final console and enter the last hexagon button combinations that you obtained from solving the puzzles in Amateria. As a reward, a piece of track completes the rest of the walkway toward the tower. Walk onto this walkway and open the door into the tower.





## The Amateria Tracks Puzzle

Upon entering the tower, proceed forward toward the chair. Sit inside the chair and push the button to receive a message from Saavedro. After the message concludes, look up and pull the lever to raise the chair to the top of the tower.

When the chair rises to the top of the tower, you'll spot four colored buttons. Each button corresponds to one of the Amateria puzzles (one you haven't completed just yet). To discover which color represents which puzzle, press the button and watch the ball "perform" the puzzle as it did when you completed the solution.

**Yellow Button:** Balance puzzle

**Blue Button:** Tracks-and-huts puzzle

**Green Button:** Tracks-and-wheels puzzle

**Red Button:** Mysterious structure (shown after you solved each puzzle)

Walk toward the console in front of you and examine it. You'll spot what appears to be a series of tracks. Along the side of the tracks are four colored icons and lines; these colored icons and lines represent the four puzzles in Amateria (including the fourth mysterious structure you have yet to visit).

To solve the puzzle, you must complete a continuous track that leads into the red icon and line--the mysterious structure you have yet to visit. You must send a ball through all of Amateria's puzzles then complete the trek at the mysterious structure (remember those track segments rising and lowering when you solved each puzzle) to complete the age and receive the symbol.

You must connect the tracks from blue to yellow to green then finally to red to complete the puzzle. The easiest way to connect the tracks is to start at the red icon and work backward.

Number the nine segments from left to right and top to bottom 1 through 9. In its initial state, activate the following track pieces to complete the puzzle: track 2, track 3, track 5, track 5, track 7, track 8, track 9. The other tracks can remain in their starting position.





**Here's the completed Amateria tracks puzzle.**

Press the blue button (to start the ball at the tracks-and-huts puzzle) to begin the age's final, amazing cutscene! After your ride, you'll end up inside the mysterious structure. You'll automatically copy down the age's symbol. After receiving the symbol, use the nearby J'nanin linking book to return to the lesson age.

## **Back at J'nanin**

You're inside the observatory. Walk to where you activated the message from Atrus and Saavedro. Take the symbol from your inventory and place it on the small table to the left of the hologram button. After placing the symbol, you receive another message from Saavedro. Further, the cage containing his linking book gets closer to your position. Both Saavedro's message and the cage position depend on whether you complete Amateria first, middle, or last.





## Chapter 6: Edanna Age Puzzle Hints

**T**his section includes puzzle hints for Myst III: Exile's Edanna age. The section doesn't offer complete solutions to the puzzles and problems you'll face in Edanna. Thus, it's free of storyline spoilers and complete puzzle-solution spoilers. Use this section if you just need a nudge in the right direction for Edanna's puzzles.

Be careful when browsing through the questions; although the questions are presented in chronological order (from things you will likely accomplish first to things you will likely accomplish last), it's possible to be slightly spoiled from the questions themselves. Don't read ahead unless you're still perplexed!

### Where to Start in Edanna

**Q:** I have no idea where to begin in Edanna. What should I do first?

**A:** Just experiment! You can't break anything. Simply walk around and check out the different plants and animals.

**Q:** I think I've reached a dead end! I've explored everywhere and found one of those plants that should carry me to another level. However the plant appears dead and isn't working. What's up?

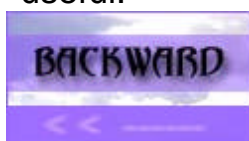
**A:** The plant needs nutrition.

**Q:** What do I need to do to feed the plant so it will take me downward?

**A:** The plant needs water. You must look for a way to douse the plant in a heap of water!

**Q:** I've found a weird flower that I can look through and control, but it doesn't appear to do anything.

**A:** You need to move something out of the way before the flower becomes useful.





**Q:** What do I need to move before the flower becomes useful?

**A:** Look behind you!

**Q:** OK, I've managed to get sunlight through the flower, but I still don't understand what I'm doing. Help me!

**A:** You can direct sunlight at certain objects by using the flower (once you have moved the large vines that were shading the flower). Focused sunlight, like light through a magnifying glass, can burn things or, perhaps, burst things.

**Q:** I need a bigger hint regarding this flower! Come on!

**A:** You will use the flower and the sunlight to feed the "elevator" plant. Naturally sunlight isn't water, though. Perhaps you can burst something nearby that will release water and feed the plant.

**Q:** I'm finally down the elevator plant and see some sort of electrified creature swimming in a pool. What next?

**A:** The electrified creature helps supply power to various parts of the forest. Look for ways to transfer the creature around the forest. Don't forget to try to "experiment" with everything you come across!

## The Trap

**Q:** I've swung on the swing, but I can't seem to go anywhere other than a small platform with what appears to be a trap. What gives?

**A:** A bridge blocks your main swing path. The bridge is covered with those red plants that those creatures in J'nain seem to like.

**Q:** I've managed to trap the creature in the cage, but it appears to do nothing.

**A:** You aren't necessarily trying to trap the creature. It's just as helpful to divert the creature's path and guide him where you want him to go.

**Q:** I need a huge hint! Where do I want the creature to go?





**A:** Perhaps you should send him onto the bridge.

## The Orchids

**Q:** I've entered a dense forest with orchids and a huge Venus flytrap (which is holding that poor bird!). I need assistance, now!

**A:** Practice moving the orchids around. Recall how light affects certain objects, such as its ability to extend a bridge or burst a sac.

**Q:** I freed the bird and am now in an even lower part of the forest. I have located two big bulbous plants. What should I try to do here?

**A:** It's time to feed the bird!

## The Bulbous Plants

**Q:** There's one of those orchid plants near one of the bulbous plants. What should I do?

**A:** Experiment and see how light affects the bulbous plant, particularly the top.

**Q:** There are some flies above the other plant. What should I do with these?

**A:** You're trying to get the flies to move to the other plant.

**Q:** I can't get the flies to move! They won't leave those extended antennaelike objects on top of the plant.

**A:** Recall how light affects these bulbous plants. Perhaps you need to apply a little shade in the area.

**Q:** The flies still won't leave, even in the shade!

**A:** Search around the bulbous plant for something to use that may encourage the flies to leave.

**Q:** OK, the flies have finally left for the other plant. Now what?





**A:** Look for a unique entrance...perhaps inside a vine?





## Chapter 7: Edanna Age Walk-Through and Puzzle Solutions

**T**his section includes the complete walk-through and puzzle solutions for Edanna. Since this section contains the complete Edanna walk-through and its puzzle solutions, it's filled with spoilers. If you're looking for hints, head to the Edanna Puzzle Hints section of this game guide. You'll find hints and nudges there--you'll find solutions and spoilers here! Proceed with caution through this section! If you're stuck in a particular area, search for the appropriate header and locate the walk-through and puzzle solutions within.

Myst III: Exile is nonlinear--much of the exploration and puzzles can be completed in any order. The order presented in this walk-through isn't the only path or necessarily the best path. However, following this walk-through ensures completion of all the age's puzzles.

Furthermore, if you get stuck, you can always return to J'nain and attempt another age (or if you need clues or information). If you follow this walk-through, though, you won't need to return to J'nain until you have completed the Edanna age!

### Exploring the Age

You start Edanna inside what appears to be a hollow tree or root system. You'll soon discover that traveling through Edanna requires more vertical than horizontal movement. You begin beside an unusual flower. Stand behind the floor, which acts as a magnifying lens, and spot the J'nain linking book--you can use this linking book to return to J'nain in case you get stuck inside Edanna or wish to attempt a different age.

This magnifying flower sets the stage for the remainder of Edanna. You must use the indigenous plants and creatures as assistance in the age's puzzles to complete the age and gain the symbol.





Turn around from the magnifying flower and notice the spiraling, staircaselike tree. Use the tree to ascend higher into the Edanna age. Explore the immediate area to discover a birdlike creature arriving back to its nest. Use the nearby flower (similar to the one you used a moment ago) as magnification to gain a close-up of the bird. You'll spot the bird feeding its young.

## Descending into the Forest

Proceed down the available path, turning left toward a large fluid-filled sac. You can touch the sac and watch the fluid shake inside. As you may have noticed, in *Myst III: Exile*, virtually everything you can interact with plays some importance later in the game. Remember this fluid-filled sac! As you approach and interact with the sac, the bird feeding its young completes the meal and flies off to find another meal.

Explore the surrounding area and discover another spiral staircaselike tree. It looks similar to the first one except for one major difference--this staircaselike tree appears dried up and wilted. Try as you might, you won't be able to use the tree to reach another level of Edanna. You must figure out how to "cure" the tree to proceed further.

Follow the slope and locate another type of flower--it isn't quite like the magnifying flower you discovered earlier. In fact, it has different properties. Approach the flower and examine it closely. You gain control of the flower; move your view around to point the flower at different objects. It doesn't appear to do anything--apparently there's something else you need to do.

Turn around from the flower and approach the fanlike vines. Touch the vines, and they'll automatically spread; moving the vines allows sunlight through toward the flower (it also reveals the J'nanim linking book). Return to the flower and peer through it once again. You'll notice that the sunlight moving through the flower has caused a focused beam to form. The beam focuses the sun's rays and its heat toward a particular object.

Simple trial and error may complete the puzzle; however, think about what you are attempting to accomplish. You are trying to repair the dried, wilted staircaselike tree. If you recall, on your way to this point you encountered a





fluid-filled sac. Perhaps you can break the fluid-filled sac and douse the tree to nourish it.

With sunlight beaming through, point the flower at the fluid-filled sac. Keep the beam on the sac until it bursts. The fluid feeds the tree, the tree returns to its living state. You can now use the tree! Approach the staircaselike tree. Use the tree to descend lower into Edanna.

## The Electrical Creature

After descending on the tree, walk forward and spot the small pool. Inside you will spot an aquatic creature--one with electrical properties! You can only examine the creature within this pool, but soon you will be able to move the creature around in a unique fashion. Turn left and proceed down the path until you locate a strange root on your right.

Walk close to the root and examine it closely. Touch the root, and a sac expands; the expansion process causes the electrical creature to move from its original basin and into the sac. Each time you spot one of these strange roots, examine it closely and use it to draw the electrical creature into the new sac. For now, keep moving the electrical creature at every opportunity--you'll find out why later!

**SAAVEDRO'S JOURNAL:** After moving the electrical creature into the sac, locate a page from Saavedro's journal inside the yellow-lit tunnel.

## Operating the Swing

Follow the yellow-colored passageway behind you and to the right. Cross the bridge (covered with those familiar red plants you first saw in J'nanin) and keep to the right. When you reach the dead end with the lamp dangling from above, use the lamp to cause the curled bridge to extend.

Walk to the end of the bridge and look up to spot the bar hanging from a vine--it looks like a swing! Use the swing to replace your mouse cursor with a swing icon. You can now click on a destination and swing to it! For instance, swing toward the bridge you crossed (the one with the red plants). The swing hurls you toward the bridge, but it won't go beyond (although there appears to be a path there). Perhaps you need to find a way to remove the bridge.





## Using the Creature Trap

Back on the original bridge with the swing, turn slightly to the right and swing toward what appears to be a trap (to swing there, simply click on the trap area with the swing icon active). Walk up to the lever and use the lever to raise the trap into the air. Walk up to the tree (the one bearing the pink-colored fruit) and press your mouse cursor on the tree to shake a piece of fruit loose.

Now you can experiment with the trap. You can leave the piece of fruit and proceed through the passage behind the trap lever (just slide down). Once the creature emerges, you can pull the release (to the right on the bridge) to trap the creature inside the cage. However, that's not really your goal. After trapping the creature in the cage, there's nothing for you to do. If you release the creature, it simply returns to its hidden nest, and you must attempt the puzzle again.

You aren't attempting to trap the creature--you're attempting to divert the creature away from its nest and onto a different location! After pressing the tree and depositing a pink-colored fruit below the trap, press your mouse cursor on the fruit. You can move the fruit to a second position.

With the fruit in the alternative position (out from under the trap), use the passage beyond the trap lever and return to the bridge. Turn right on the bridge and face the trap release. The creature stands and gobbles up the fruit that isn't underneath the trap! Use the release to drop the trap between the creature and the entrance to its nest.

The creature frantically attempts to return to its nest, but your trap blocks the creature's path. Instead, the creature scurries across the bridge with the red plants. As it does, the creature's sounds cause the red plants to expand (just as it did on J'nanin). The expanding red plants break the log bridge permitting you to swing to the new location.

Use the swing to cross the area previously blocked by the bridge. You'll find another bridge extension here. Just activate the lamp to cause the bridge to expand. Turn right from the bridge to descend further into Edanna.





## Freeing the Bird

Continue descending along the path until you spot something moving in the forest. Upon close examination, you discover that the bird you witnessed at the start of Edanna has been trapped inside a large Venus flytraplike plant. Remember the flytrap inside Saavedro's room on J'nanin. As you may recall, Saavedro had hooked up a battery to a Venus flytrap. When the battery was charged, it electrified the Venus flytrap, and the plant opened its mouth letting its prey escape. Looks like you need to find a way to shock the flytrap!

Follow the path overlooking the ocean and head left toward another Saavedro painting. Take time to examine the painting but make sure you explore the surrounding area. Careful examination uncovers another expanding sac like the one you touched earlier that moved the electrical creature. Touch the new sac to pull the electrical creature from its current location into the new sac. You must have already moved the electrical creature once for it to reach this new sac.

Proceed left from the intersection and down the staircase. As you follow the path, you will discover yet another expanding sac, which you can use to move the electrical creature even further. Touch the sac and move the electrical creature from its previous location into this new sac. For the creature to reach this sac, you must have moved him twice (once from its original pool to the first sac, then from the first sac to the second sac).

If you look carefully, you have now moved the electrical creature into a sac that rests in a pool containing, among other things, the root system of the Venus flytrap. Remember in J'nanin, inside Saavedro's study, the example of a Venus flytrap receiving a jolt of electricity? Looks like you need to find a way to burst that sac containing the electrical creature so it shocks that flytrap!

## The Orchids

Follow the path around the pool, and you will encounter one of Saavedro's messages on the video screen. Push the button to receive Saavedro's message--the content of the message depends on whether you are attempting Edanna as the first, second, or third age.





If you explore to the right of the video screen, you will encounter one of those expanding bridges; however, this one is different. There doesn't appear to be a light source to expand the bridge. Keep this location in mind!

Retrace your steps to the pool and head left to proceed deeper into the forest where you will spot several large white orchids. Continue along the forest path and spot the first orchid on your right. Ignore it and keep moving until you locate the second orchid in the middle of the path. As with many of the other flowers that you have encountered in J'nandin and Edanna, you can approach the orchid from behind and "gain control" of the flower.

When you gain control of the orchid, you can point it in a particular direction. Point the orchid at the expanding bridge that lacks light (that you encountered moments ago). Leave the orchid and continue up the path until you encounter the third orchid. Sunlight beams through this orchid. Time to put the orchids to use! Point this third orchid at the second orchid you moved--the sunlight beams from the third orchid, into the second orchid, and finally to the expanding bridge. You have now expanded the bridge! Make sure by returning to the second orchid: Gain control of the flower and make sure the bridge has expanded.

Retrace your steps back to the bridge you just expanded (it's to the right of the Saavedro video screen). Head right and up the forest path until you spot a familiar flower. It's the same kind that you used to burst the sac at the beginning of Edanna. You can't move this flower, though; fortunately, it's pointed right where you want it!

Move beyond this flower to the fourth orchid. Point the fourth orchid into the yellow flower. You don't have sunlight, though! But, if you recall, those other orchids across the bridge had plenty of sunlight. Make sure you have the fourth orchid lined up with the yellow flower (which is pointed at the electrical creature's sac) then proceed back across the bridge to the other orchids.

Return to the third orchid (it's the one where the sunlight originates) and point it toward the first orchid (the one on the right side of the path that you can't move). If you have everything lined up correctly, the sun bounces off the first orchid into the fourth orchid then into the yellow flower, which causes the electrical creature's sac to burst. The electrical creature shocks the Venus flytrap and frees the bird!





You must use the expanding bridge again. So, before you leave the third orchid, gain control of the flower again and point the third orchid at the second orchid. This moves the sunlight from the third orchid, to the second orchid, and to the bridge--which expands the bridge once again.

Return to the bridge (right from the video screen). Proceed up the trunk and locate a path out of the trunk and to a platform. You'll find another swing here. Use the swing to drop down lower into the Edanna forest.

**SAAVEDRO'S JOURNAL:** Locate a page from Saavedro's journal inside the large trunk after freeing the bird.

## Feeding the Bird

Proceed to the intersection (path to the left, stairs to the right). If you take the stairs on the right, you can use a giant leaf to return into the Edanna forest. Instead, take the path on the left. Continue through the path; look left until you spot another path leading toward some sort of giant bulbous plant.

Walk around this plant. There doesn't seem to be much going on here; however, careful examination of the area reveals an orchid just beyond the bulbous plant. Perhaps the plant needs some sunlight?

Approach the orchid and gain control of the flower. Point its sunbeam at the top of the bulbous plant. When you do, you will notice that its antennaelike feelers on the top expand. Try pointing the light away and back again. Notice the antennae rising and falling? Keep the sunlight on the antennae so they remain in the upright position.

Retrace your steps to the forest path and right into a second area containing another bulbous plant. There seems to be much more activity here! You will spot a swarm of flies around the bulbous plant's extended antennae (sunlight hits the plant from behind). Your goal is to move the flies from this plant to the other. But how can you encourage the flies to move?

Follow the path around the bulbous plant to its rear. There's a set of giant vines behind the plant. Touch the vines, which spread and block the sunlight from hitting the bulbous plant. Without sun, the antennaelike feelers on the top





close up. The flies are only interested in the expanded feelers! However, they still seem to be sticking around!

You need a secondary method for encouraging the flies to leave. Walk to the front of the bulbous plant and use the large mushroomlike plant adjacent to the bulbous plant. When you do, it emits some spores that send the flies away! Perhaps they went into the other bulbous plant? You must make sure the bulbous plant is shaded before using the mushroom. If not, the flies won't leave! The spores alone won't be enough to encourage the flies to leave the bulbous plant.

**SAAVEDRO'S JOURNAL:** Pick up a page from Saavedro's journal from inside the root.

Instead of heading back to the first bulbous plant, explore the immediate area and spot a hole inside a gigantic root. Enter the root and crawl through the only available direction. Follow the root until you are inside the first bulbous plant. If you look up, you will spot the insects you moved a moment ago. Keep moving up into the top and use one of the pieces on top of the bulbous plant. You're immediately snagged by the freed bird, which carries you and its dinner to its nest near the top of Edanna!

After the ride is over, exit the cage (slightly to the left of your start position), and you will automatically spot and receive Edanna's symbol. Turn around and locate the J'nanin linking book. Use the linking book to return to the J'nanin observatory.

## Back at J'nanin

You're inside the observatory. Walk to where you activated the message from Atrus and Saavedro. Take the symbol from your inventory and place it on the small table to the left of the hologram button. After placing the symbol, you receive another message from Saavedro. Further, the cage containing his linking book gets closer to your position. Both Saavedro's message and the cage position depend on whether you complete Edanna first, middle, or last.





## Chapter 8: Voltaic Age Puzzle Hints

**T**his section includes puzzle hints for Myst III: Exile's Voltaic age. This section doesn't offer complete solutions to the puzzles and problems you'll face in Voltaic. Thus, it's free of storyline spoilers and complete puzzle-solution spoilers. Use this section if you just need a nudge in the right direction for Voltaic's tough challenges.

Be careful when browsing through the questions; although the questions are presented in chronological order (from things you will likely accomplish first to things you will likely accomplish last), it's possible to be slightly spoiled from the questions themselves. Don't read ahead unless you're still perplexed!

### Where to Start in Voltaic

**Q:** Nothing seems to work in Voltaic! Is there a power shortage or something?

**A:** Keep exploring. You'll soon find what powers this age.

### Restoring Power

**Q:** I've found the hydroelectric plant, but I can't seem to get anything to work!

**A:** Make sure you have water running through! Perhaps there's a dam you need to move?

**Q:** OK, I moved the large wooden wall, but I still can't seem to get anything to work!

**A:** Moving the large wooden wall created a new entrance...try looking down.

**Q:** OK, I moved the large wooden wall and connected the gear to the wheel, but it still isn't moving!





**A:** This is the trickiest part. Make sure you aren't missing any unexplored area. Try looking carefully inside corridors, especially to the left and right.

## The Magnetic Cylinder

**Q:** I'm walking around a huge cylindrical structure. On the sides of the structure are panels with, what appears to be, disconnected circuits. Ideas?

**A:** You need to connect the circuits.

**Q:** I connected the circuit on each panel, but nothing happened!

**A:** You aren't connecting the circuit on each panel. You're connecting the circuit on all panels.

## The Ship

**Q:** I'm underneath a huge ship but can't seem to get it working. What gives?

**A:** There are several steps you need to complete before the ship can function normally. Since it looks like a balloon, perhaps it needs some air?

**Q:** The valves near the ship aren't working. I need help!

**A:** You need to support the valves with air before they serve a purpose.

**Q:** I've explored everything! Where do I find the air system?

**A:** Explore the ship's dock thoroughly. Look for a way to cross the chasm outside, in an unusual fashion.

## The Lava Room

**Q:** I'm inside a room filled with hot lava, but I don't understand what I'm trying to do.

**A:** Figure out a way to enter the room.





**Q:** I'm inside the room but still don't understand the purpose of this room!

**A:** The lava room supplies the hot air for the valves and, thus, the ship. You need to figure out how to get the room operational!

**Q:** I need a better hint regarding the lava room!

**A:** Once you are inside the room, look near the ceiling and spot the fan. Get that fan working!

## Working the Valves

**Q:** The valves make no sense! They're supplied with air, but I can't seem to do anything with them.

**A:** There are actually three levels of valves. Make sure you use the nearby lift to explore the other levels.

**Q:** Can you give me a better hint regarding how the valves operate?

**A:** Each floor of valves sends a different amount of hot air into the ship. You need to find the correct combination of valves for the ship to fill and operate normally.

**Q:** If air is coming out of the top of a valve, is it on or off?

**A:** Technically off. If air is coming out of the top of a valve, then it isn't adding any air to the ship.

## Using the Ship

**Q:** The ship moved! But it smacked into a door and won't move any longer. What do I do?

**A:** Open the door!





## Chapter 9: Voltaic Age Walk-Through and Puzzle Solutions

**T**his section includes the complete walk-through and puzzle solutions for Voltaic. Since this section contains the complete Voltaic walk-through and its puzzle solutions, it's filled with spoilers. If you're looking for hints, head to the Voltaic Puzzle Hints section of this game guide. You'll find hints and nudges there--you'll find solutions and spoilers here! Proceed with caution through this section! If you're stuck in a particular area, search for the appropriate header and locate the walk-through and puzzle solutions within.

Myst III: Exile is nonlinear--much of the exploration and puzzles can be completed in any order. The order presented in this walk-through isn't the only path or necessarily the best path. However, following this walk-through ensures completion of all the age's puzzles.

Furthermore, if you get stuck, you can always return to J'nanin and attempt another age (or if you need clues or information). If you follow this walk-through, though, you won't need to return to J'nanin until you have completed the Voltaic age!

### Exploring the Age

Voltaic's industrial, electrical look contrasts the fact that nothing appears to be operating correctly! There's a door near your start position. You can approach and attempt to open the door if you wish, but there doesn't seem to be power feeding the mechanism. Thorough exploration of Voltaic reveals that, indeed, there seems to be a power shortage. Although you are free to explore Voltaic, it's wise to head straight for the power generator to see if you can work your magic and get the age running again!

Before you leave your start position, spot the spherical container to the left of the closed door. Open the container and discover a J'nanin linking book inside. Should you need to return to J'nanin for any reason (for instance, if you





are hopelessly stuck in Voltaic and wish to attempt a different age), just return to this spot, open the container, and use the J'nanin linking book.

Follow the walkway over the water and into the cave. At your first opportunity, turn right into a red-lit corridor. Follow this tunnel until you reach a blue-lit corridor to the right. There's also a door in front of you, but it won't open. Turn down the blue-lit corridor and proceed forward.

**SAAVEDRO'S JOURNAL:** Grab a page from Saavedro's journal from inside the red-lit tunnel.

## Switching on the Power

Keep moving through the blue-lit corridor to its end. You'll emerge inside a small room. Rotate your viewpoint around the room and discover some sort of diagram. The diagram contains icons and dotted lines moving between each icon. This represents Voltaic's power and its flow. Since none of the icons are currently lit, Voltaic lacks power. Once you get the power up and running, the icons (or the locations they represent) will glow signifying power.

Locate the ladder inside the room (across from the diagram). Ascend the ladder to the top. You'll be on a small platform overlooking what appears to be a form of hydroelectric power. Saavedro has done some sabotaging here; not all of the controls are functional. From this position you can see a waterwheel and a huge damlike door. To start the hydroelectric power, the waterwheel needs water--time to move the dam!

Turn the red wheel to open the large wooden door. This lets water flow against the waterwheel. Descend the ladder back into the room with the power diagram. Face the unexplored tunnel (across from the entrance) and proceed through. You're back outside, and a locked door blocks your path (still doesn't have the necessary power). Ignore the door and turn right. You'll spot a ladder descending beneath the waterwheel. This ladder is inaccessible unless you have adjusted the position of the dam.

Proceed down the ladder. When you reach the bottom, press the red button to open the door. Once inside, examine the mechanism in front of you. You need to connect this gear with the waterwheel before it will spin and create the





necessary power. Use the crank on the left to raise the mechanism. Return up the ladder and retrace your steps back through the tunnel.

Despite your efforts, the water still isn't hitting the waterwheel--thus, the waterwheel isn't spinning and generating power. Explore the tunnel connecting the diagram room with the ladder leading to the mechanism you just moved. Face the diagram room and explore the right side of the tunnel. Look just before the diagram room to spot a damaged wall segment. Click on the damaged wall to see a part of the waterwheel. It's the part of the waterwheel that catches the water!

Click on the part of the waterwheel visible through the damaged wall. If you have completed all other tasks, the water hits the waterwheel and begins to spin. This generates power! Return to the diagram room and look at the power diagram. You'll notice that two of the icons are lit. The diagram on the left represents the waterwheel, which you just powered; the diagram on the right represents the door at the end of the tunnel (notice the straight dotted line connecting the two).

## The Electromagnet Puzzle

Follow the tunnel to the previously locked door at the end. Examine the door closely and notice the blue light shining within the handle--looks like it does have power! Click on the door to open it; walk inside and locate a ladder leading down. Descend the ladder into another room. Look left to spot some sort of video screen. Approach and click on the button beneath the video screen to trigger a message from Saavedro. The message content depends on whether you are tackling Voltaic as the first, middle, or third age.

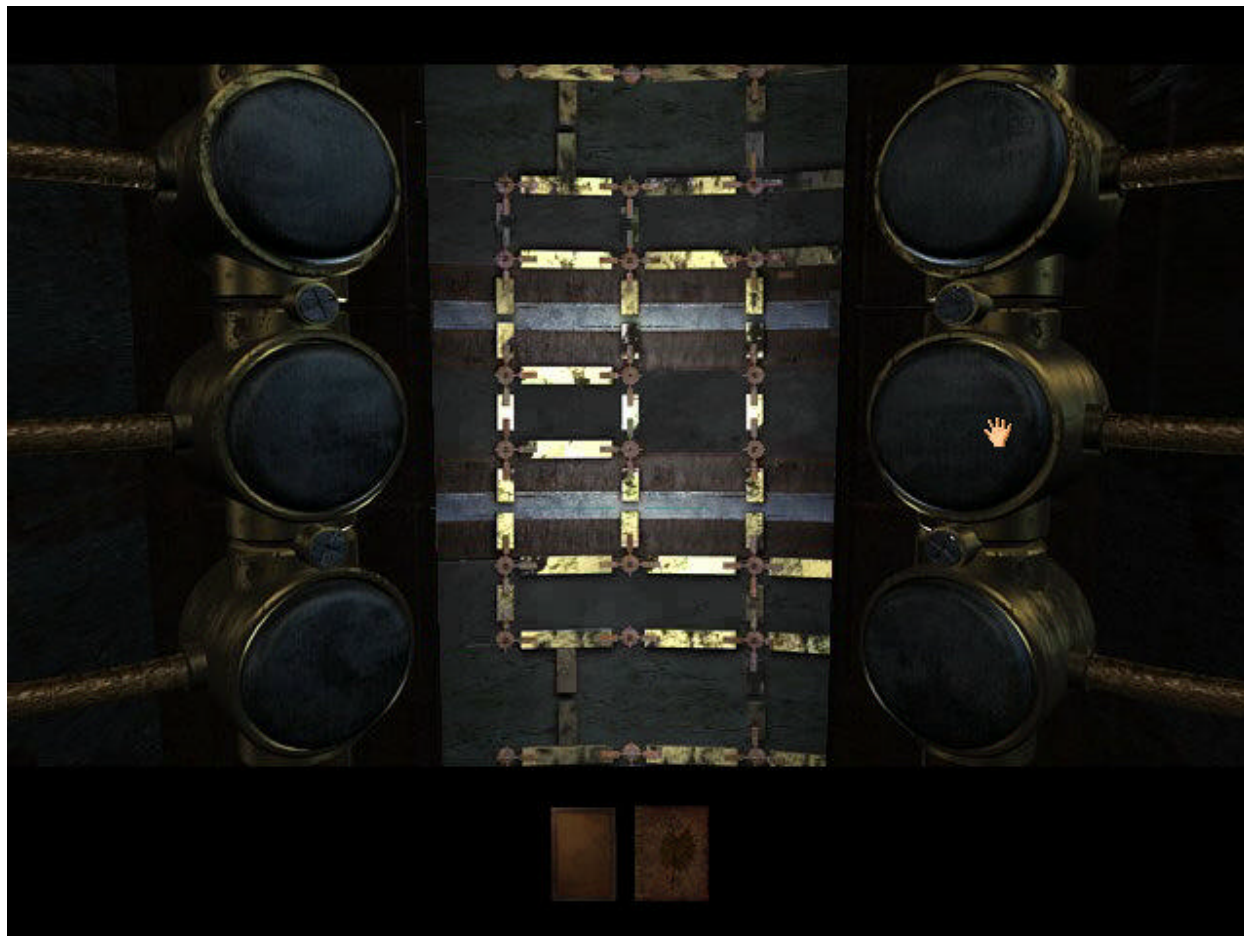
Continue down the corridor and enter the chamber. You spot a large cylinder in the middle of the room below you. This cylinder is actually an electromagnet that serves to power much of Voltaic. As you descend the ladder into the chamber and examine the electromagnetic cylinder more closely, you'll discover that there are five circuit panels visible around the cylinder. It appears the circuits are broken--you need to mend the circuits to power the rest of Voltaic!

**SAAVEDRO'S JOURNAL:** Search the room around the magnetic cylinder for a page from Saavedro's journal.





Before you start turning circuits, move around the cylinder and spot the other four panels. What makes the puzzle difficult is that you aren't trying to simply mend the circuits on each panel--you must make sure the circuits are connected on all panels. Just because you manage to connect the circuits on one panel doesn't mean the circuits will be connected on another panel.



**Connect the circuit in all five panels.**

The easiest way to solve the puzzle is to work on the top and bottom rows only to start. For instance, connect the top row of all five panels. Make sure each panel connects correctly on the top row before moving on to the bottom row. Be patient and check each panel after you've rotated one of the circuits. Once all top and bottom rows are connected for all five panels, you're almost home free!





Now you only have to connect the middle row. If you have completed both the top and middle rows, simply rotate the middle row until the electromagnetic cylinder powers up--a cutscene should interrupt your circuit connecting to let you know that the puzzle is complete. When done, retrace your steps back to the ladder and ascend. Return to the power generator room (with the diagram) and notice that more icons have lit up. There's only one icon not powered--you still have much to do!

## Proceeding to the Ship

From the power generator diagram, return through the blue-lit corridor and proceed right at the intersection into the red-lit corridor (you're moving away from the age's start position). Continue through the corridor until you are outside overlooking a large chasm. Keep moving across the catwalk.

There's an opportunity to turn right to an elevator, but you don't need to move there quite yet. Keep moving forward along the walkway until you enter what appears to be a dock for a large airship.

Descend the ladder at the end of the walkway. Follow the walkway to the right and notice a set of valves and a large gauge. You can fiddle with these valves now, but you won't make progress--apparently it's not operational just yet. Just beyond the valve system you'll find a ladder; ascend the ladder up to a staircase. Keep moving forward and reach some sort of maintenance hatch. Since it connects near the valve system, perhaps it has something to do with supplying the air to the valves and the ship!

**SAAVEDRO'S JOURNAL:** Find another page from Saavedro's journal at the top of the ladder just before you cross the large pipe.

Open the hatch and crawl through and onto the large pipe that spans the chasm. Cross the chasm and reach the hatch on the other side. Open the hatch and crawl through the shaft until you are on top of a grate (if you miss the grate, the shaft eventually dead-ends). Open the grate and drop into the room below.





## Supplying the Hot Air

Before messing with the control panel inside the room, approach the door and click on the locking mechanism. Open the door and notice it exits back into the red-lit corridor you passed when you were moving toward the chasm (this door was previously locked when you attempted to enter from the other side). You now have a different route back through the chasm or the age's start position.

Turn around and approach the control panel and window. You can't quite see it, but the room is actually filled with molten lava. Look along the upper edge of the room and spot the fan. Your goal is to get that fan working, with the lava inside the room, so the dock area can be supplied with hot air. First things first, however--you must remove the lava so you can enter the room and investigate the fan!

Examine the control panel carefully--note Saavedro has left a little present in the form of a bolt wedged in the panel's center section. You can experiment with the switch if you wish. To lower the lava, click on the switch and hold; then move the switch up and to the left (in a counterclockwise direction). Move the switch until you hear two clicks. Release the switch, and it will automatically rotate around.

You have now lowered the lava, but you've also done something else. Let's head into the room to investigate. Head down the ladder and open the door into the lava room, which is now lava empty! Turn left and walk onto the platform. Look up and note the position of the fan as well as a control switch underneath the fan. Remember, your goal is to get hot air to the ship. Somehow you need to figure out how to turn the fan on--perhaps that control switch does the trick!

While on the platform, approach another control panel--with a familiar red switch. Click and hold the switch. Rotate the switch down and to the right in a clockwise motion. This raises the platform you're standing on. You can examine a nearby painting (which was left by Saavedro) by moving the red switch through the center of the control panel (to the left), though you need to perform the action to reach the fan switch as well.





Click and hold the red switch again. Move the red switch counterclockwise to raise the platform again. Step forward, and you will be next to the switch that activates the fan. Click on the switch to turn on the fan. Return to the control panel and click and hold the red switch. Rotate the red switch clockwise to lower the platform one level. Click and hold the red switch. Slide the red switch to the right. Lower the platform to the ground by clicking and holding the red switch then rotating the switch counterclockwise. You're back on the ground, and the fan is working!

Before you leave the platform, click and hold the red switch and pull the switch to the left. Don't rotate the switch. Leave the room and ascend the ladder back into the main control room. Approach the control panel there and click and hold the red switch. Rotate the switch counterclockwise. The lava rises back into the room, and the fan continues to move--you're supplying hot air! Return to the dock, either through the shaft (above you) or through the tunnel and chasm (by exiting the door).

## Filling the Ship with Hot Air

Return to the dock and the set of valves. You'll notice that the valves are now venting air (except for one, sabotaged by Saavedro). Check out the gauge, which are just as important as the valves themselves. You'll notice the black pointer indicating "10" (zero is the point between the red and blue colored areas). There's another red line marking a value of "19" (once again, counting from the point between the red and blue colored areas). To solve the valve puzzle, you must move the pointer to the red line of "19."

There are three floors, all containing four valves. Only one valve can't be moved; it's on the lowest floor and causes 10 units of air pressure to appear on the gauge. Thus, each of the lowest floor valves can add 10 units of air pressure to the valve.

There's another element of the puzzle. You must have a certain amount of air pressure to reach the other floors. The elevator won't operate without sufficient air pressure! For the elevator to move to the middle floor, the pressure gauge must read in the yellow or red area; for the elevator to move to the highest floor, the gauge must read in the red area.





Experimentation will reveal that each of the lowest floor valves increases the pressure by 10, each of the middle floor valves increases the pressure by 4, and each of the upper floor valves increases the pressure by 1.

Here are the steps to complete the valve puzzle and to successfully fill the ship with hot air:

1. Lower level (value: 10): Close all valves, increasing the pressure to 40.
2. Ascend to the middle floor.
3. Middle level (value: 4): Close three valves, increasing the pressure to 52.
4. Ascend to the upper floor.
5. Upper level (value: 1): Close one valve, increasing the pressure to 53.
6. Descend to the middle floor.
7. Middle level (value: 4): Open one valve, decreasing the pressure to 49.
8. Descend to the lowest floor.
9. Lower level (value: 10): Open three valves, decreasing the pressure to 19.

Walk left of the valves and turn the wheel valve to fill the ship with hot air. You must have exactly 19 units of air pressure to fill the ship successfully. If there's not enough, the air pressure remains, and you must find a way to increase it to 19. If there's too much air, the puzzle resets, and you start over.

The ship exits the dock but then bumps into the large dock door.

## Boarding and Flying the Ship

The ship can't get out of the dock door until you open it--and the release lever is on the other side! Exit from the valve puzzle, ascend the ladder, and return to the catwalk over the chasm. When you reach the intersection, turn left and follow the catwalk to the lift. Step onto the lift and pull the handle. Ride the lift down to the next level.





**SAAVEDRO'S JOURNAL:** Snag a page from Saavedro's journal at the elevator that takes you to the dock door control lever.

Walk off of the lift and follow the catwalk to the end and locate another lever. This level opens the dock door. The ship's on the other side trying to push through; pull the lever to open the dock door, which releases the ship. Walk over to the ship and get inside. Pull the lever inside the ship to start moving!

The ship parks at another catwalk. Step out of the ship. Walk to the end of the catwalk and use the lever. You're treated to an amazing cutscene. Once it concludes, walk back over to the ship and get back inside. Pull the handle, and the ship floats above the elevated island.

Exit the ship onto the catwalk. Walk to the door and click on the handle to open the door. Descend the ladder and use the wheel on the floor. You're suspended in the air, and you spot a strange formation of objects below you--it's the symbol! You automatically sketch the symbol and add it to your inventory. Look up and open the cabinet. Use the J'nanin linking book inside to return to the lesson age.

## Back at J'nanin

You're inside the observatory. Walk to where you activated the message from Atrus and Saavedro. Take the symbol from your inventory and place it on the small table to the left of the hologram button. After placing the symbol, you receive another message from Saavedro. Further, the cage containing his linking book gets closer to your position. Both Saavedro's message and the cage position depend on whether you complete Voltaic first, middle, or last.





## Chapter 10: Narayan Age Puzzle Hints

**T**his section includes puzzle hints for Myst III: Exile's Narayan age. This section doesn't offer complete solutions to the puzzles and problems you'll face in Narayan. Thus, it's free of storyline spoilers and complete puzzle-solution spoilers. Use this section if you just need a nudge in the right direction.

Be careful when browsing through the questions; although the questions are presented in chronological order (from things you will likely accomplish first to things you will likely accomplish last), it's possible to be slightly spoiled from the questions themselves. Don't read ahead unless you're still perplexed!

### Where to Start in Narayan

**Q:** I'm confused! Where should I go first?

**A:** Try going up.

### Operating the Consoles

**Q:** OK, I've opened some sort of panels where I can switch on and off certain lines. What in the world should I do here?

**A:** This is a challenging puzzle that requires a combination of several pieces. Here's one piece of the puzzle: Look carefully at the bold phrases inside Atrus' journal.

### Deciphering the Symbols

**Q:** I think I understand the codes, but I can't seem to enter them properly into the panels.

**A:** You must use the codes in conjunction with the symbols you sketched. Does something look familiar?





**Q:** Is the order of codes important?

**A:** No.

**Q:** One of the shields lowered! What should I do now?

**A:** Explore the new area.

**Q:** I found a linking book back to Tomahna. Should I use it?

**A:** Heed Saavedro's warning.

**Q:** OK, I've found a bunch of new symbols, but I'm not sure what to do with that second panel. I entered the only three symbols and codes I had...didn't I?

**A:** You're in a fourth age. Perhaps there's a fourth code.

**Q:** The second shield lowered! What now?

**A:** The ending depends on your actions. There are several "good" and "bad" endings, and the choice is up to you.

## **The End Sequence**

**Q:** What should I do to complete the game with a "good" ending?

**A:** Try cutting power to the code panels, which raises the shields. You used the power switch earlier in the age.

**Q:** Is there a way to get the Releeshahn book back from Saavedro?

**A:** Yes.





## Chapter 11: Narayan Age Walk-Through and Puzzle Solutions

This section includes the complete walk-through and puzzle solutions for Narayan. Since this section contains the complete Narayan walk-through and its puzzle solutions, it's filled with spoilers. If you're looking for hints, head to the Narayan Puzzle Hints section of this game guide. You'll find hints and nudges there--you'll find solutions and spoilers here! Proceed with caution through this section! If you're stuck in a particular area, search for the appropriate header and locate the walk-through and puzzle solutions within.

### Exploring the Age

You can only reach Narayan once J'nanin, Amateria, Edanna, and Voltaic have been completed. Retrieving all three symbols from Amateria, Edanna, and Voltaic and placing each on the table inside the J'nanin Observatory permits access to the Narayan linking book.

After touching the Narayan linking book, you emerge in some sort of chamber. One exit seems to be blocked by a shield, though you can ascend a staircase to an upper level. There's also what appears to be an important set of red tapestries; symbols and corresponding words decorate the tapestries. You'll also find a couple of consoles that don't appear to be working.

Exit the chamber and ascend the staircase to the top of the chamber. You'll notice some strange material surrounding this chamber; perhaps it's the shield you have read about in Saavedro's journal. Walk toward the catwalk, and Saavedro greets you. After a brief, disturbing conversation, Saavedro leaves.

Search the area and locate a lever. Pull the lever; this switches on the chamber's power system. You'll find the consoles inside now operate correctly! Go back down the stairs and into the Narayan start position.





## Lowering the Shield Door

Once back inside the Narayan chamber, locate the two consoles. Notice the switch between the consoles. The switch diverts the power to one of the two consoles. To send power to the left console, move the switch to the left; to send power to the right console, move the switch to the right. For now, move the switch to the left so the left console receives power.

Click on the left console to open its casing. Inside you will find several curved lines, which seem to form various circles. Experimentation shows you that the lines have an on and off state. Click one of the curved lines, and it glows. Click the curved line again, and it turns off.

You may notice that the curved lines somewhat resemble the symbols on the tapestries. Upon closer examination, the curved lines also somewhat resemble the symbols that you collected through the Amateria, Edanna, and Voltaic ages! The key to solving this console puzzle lies in Atrus' journal, given to you at the very beginning of the game!

Read the journal carefully, and you will notice that certain words match the words on the tapestries. To make matters much easier, the words in Atrus' journal are written in bold! Atrus describes the important elements to age creation, and he summarizes these with bold phrases. The following are the four phrases:

1. Dynamic forces spur change. (This represents the Amateria age)
2. Nature encourages mutual dependence. (This represents the Edanna age)
3. Energy powers future motion. (This represents the Voltaic age)
4. Balanced systems stimulate civilization. (This represents the Narayan age)

These four phrases make up the codes for the consoles. But how do the words translate into symbols? Careful examination of the tapestries reveals that these words appear on the tapestries (except for some from the Narayan phrase...don't worry about that phrase just yet).

So, you have figured out the phrase and the symbol representing each word, but how do you know the order in which the symbols are put into the console. Does the first word appear at the top or the bottom? The key to deciphering the order of symbols lies in the symbol sketches you collected! Look carefully,





and you will notice the symbol for Amateria contains lines that make up the words in the phrase.

You can enter the symbols into the console in any order. For instance, you can put the Amateria symbol in first, middle or last; the same goes for the Edanna or the Voltaic phrase. Don't worry about the Narayan phrase yet.

Here are the screenshots for the completed symbols:



Here's the completed symbol for the Amateria age, or "Dynamic forces spur change."





Here's the completed symbol for the Edanna age, or "Nature encourages mutual dependence."



Here's the completed symbol for the Voltaic age, or "Energy powers future motion."





Completing the three codes lowers the shield over the nearby doorway.

## Lowering the Narayan Shield

Explore the lower floor (more tapestries and symbols) and locate any remaining symbols for the words that make up the Narayan phrase (Balanced systems stimulate civilization). You will find the remaining symbols on the upper floor.

During your trip downstairs, you'll spot a Tomahna linking book on the left. You can use the Tomahna linking book if you wish--however, Saavedro will just be following you to Tomahna, and that will end the game in a nasty fashion! Just continue down to the lower room and examine the tapestries.

Return to the upper floor and approach the second console. It won't operate until you divert power using the nearby switch. Flip the switch to the right; you'll notice the shield reappears in the doorway! When you divert power from a console, it also reverts anything that console controls. Keep this in mind for later!



Here's the completed symbol for the Narayan age, or "Balanced systems stimulate civilization."





It's time to enter the Narayan symbol made from the phrase "Balanced systems stimulate civilization." Start with the symbol for "Balance" at the top and then input System, Stimulate, and Civilization in a clockwise formation. Once you have completed the symbol correctly, the shield surrounding this chamber lowers. You can now see beautiful Narayan! The switch between the two consoles controls the two shields. Flip the switch to the left to deactivate the doorway shield and activate the large shield; flip the switch to the right to deactivate the large shield and activate the doorway shield.

## Outwitting Saavedro and End Sequences

Now it's time to match wits against Saavedro. There are several ways to complete the end sequence. Save your game so you can try again if you make a mistake! Here are some:

1. If you lower the main shield, as Saavedro suggests, the nefarious man leaves on his ship and drops the Releeshahn book (the book you have been attempting to recover the entire game) into the clouds below Narayan.
2. If you leave the main shield up and attempt to talk with Saavedro, he repeatedly warns you to lower the shield. Stick around for too long, and he ends your game by dropping the Releeshahn book into the clouds below.
3. A smart move would be to immediately climb the staircase and turn off the power. This cuts the power to both consoles, which means both shields activate. This sticks Saavedro between both shields.
4. After cutting the power, return downstairs and speak with Saavedro. He begs for your assistance and will hand you the Releeshahn book as a sign of compromise. From this point, you can return to Tomahna, and leave Saavedro trapped forever, or you can adjust the switch toward the right console (so the main shield deactivates once power is activated) and return upstairs and flip the power switch. This lets Saavedro leave. You have the Releeshahn book, and Saavedro is able to return to his people. Congratulations!

